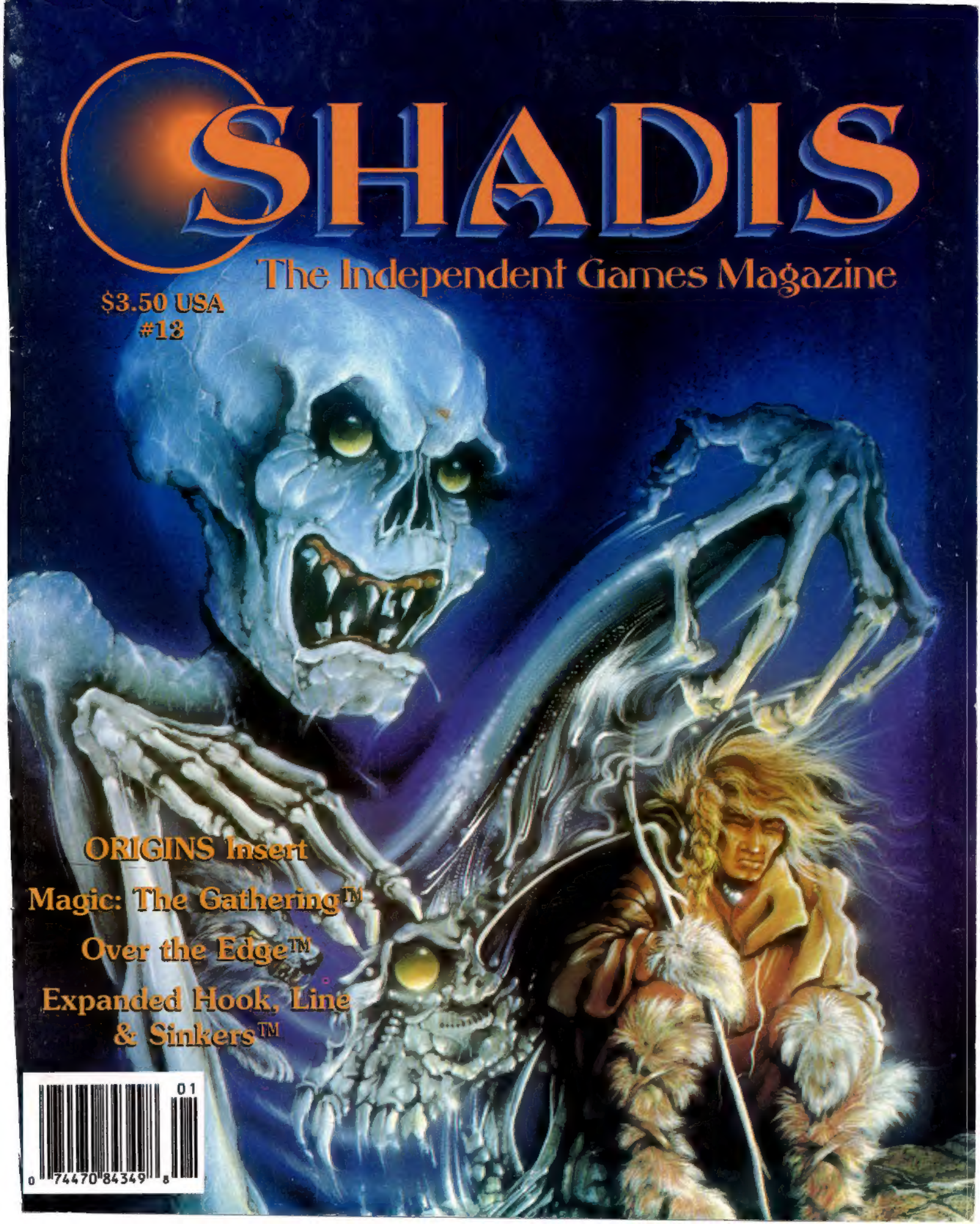
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# SHADIS

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Publisher
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Editor-in-Chief
Jolly R. Blackburn

Production/Distribution
David Seay

Director of Advertising
John Zinser

Industry News Editor
Mark Arsenault

Play-By-Mail Editor
Patrick Rodgers

Miniatures Editor
Ken Carpenter

Typesetting/Layout
Jolly R. Blackburn

Contributing Artists
J.R. Blackburn • Brian Blume
Curtis Craddock • Janet DuPuy
Chad Edwards • Jason Holmgren
Ray Lederer • Shea Ryan
Dion Villamor • George A. Vrbanic

Cover Art
Pamela Shanteau

Contributing Writers
Mark Arsenault • Jolly R. Blackburn
Ken Carpenter • B.A. Felton
Nadori Gergely • Fredrick Goff
William Spencer-Hale • Scott Johnson
Vickie Lloyd • D.M. Millheim
E.A. Millheim • Patrick Rodgers
Greg Stolze • Trey Stone
William Tilman • John Zinser

Miniature Photographs
Don Witmer

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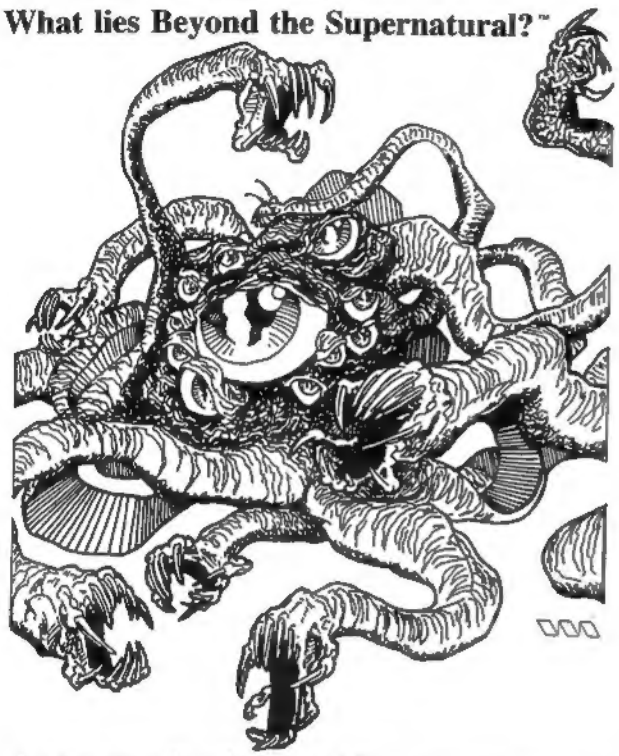
**Have you mastered the secrets of ley lines and magic?**

**What are the psychic powers of the human mind?**

**Where do the monsters in the shadows come from?**

**What lies Beyond the Supernatural?™**



**Ley lines.** The ancient orientals called it Feng- shui ... geomancy ... lines of mystic energy that course though our planet. Where these lines of energy intersect they create a nexus of seething power. Stonehenge, the pyramids of Egypt, Mayan temples, and indian burial mounds mark only a few of these nexuses.

**Mystic places** are locations of intense mystic energy waiting to be tapped by those who know how. They are also places haunted, controlled or plagued by all manner of supernatural creatures. Anomalies like the Bermuda Triangle are the most unpredictable.

**Rifts to other Dimensions** can tear open the very fabric of space and time, creating doorways to other dimensions and letting horrific and alien beings into ours. **In the future**, these lines of energy will erupt and transform the Earth into the interdimensional epicenter known as **Rifts !**

**Today**, the ley lines serve as a source of mystic power and supernatural danger. Power hungry sorcerers and other dimensional beings use the ley lines and the supernatural for their own macabre purposes. They unleash nightmarish monsters, ghosts, and horrible creatures into an unsuspecting world. Predators that stalk and prey on mankind like cattle and lurk in the shadows of our modern cities.

Only those with a pure heart, strong mind, iron will and arcane knowledge can fight the rising tide of horror. They are the hidden sentinels who watch over the innocent while they sleep.

## Beyond the Supernatural™ RPG

NEVER before has a role-playing game set in the modern world captured the elements of magic, psionics, mystery, intrigue, horror and the supernatural. Players can select from a variety of super-powered or magic oriented characters including *the arcanist, parapsychologist, psychic sensitive, psi-mechanic, nega-psychic* and others. The magic system is plausible and believable. If you play **Rifts** you already know the game mechanics of magic and ley lines, as well as their full power and danger. Perhaps the right characters at the right time could prevent the "Coming of the Rifts." But to do so they must unlock the secrets of magic and fight the horrors of the supernatural.

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**The Nursery (for Heroes Unlimited):** The government (or is it) has been engaged in secret experiments to augment ordinary human beings into superhuman agents, soldiers and heroes. They have made great advancements in bionics and other means of augmentation. All are empowered and developed in *The Nursery*. These mad creators of supermen have enjoyed a number of successes — but for every one success story there have been a dozen failures. Now the misfits are on the loose and The Nursery is in jeopardy. Written and illustrated by Kevin Long and Kevin Siembieda.

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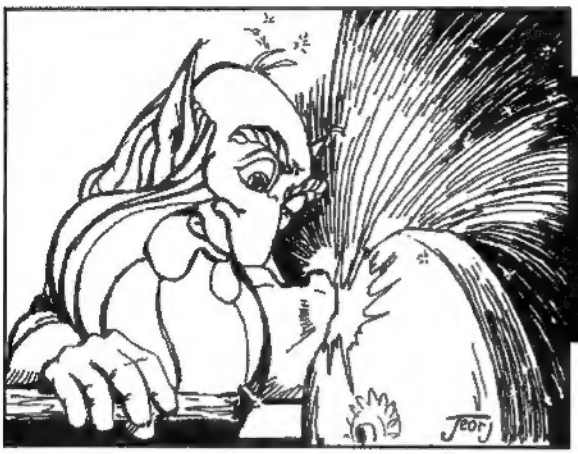


# AN AXE TO GRIND

## Readers With An Attitude

***Editor's Note:*** *An Axe to Grind is a new column designed to serve as a forum for our readers to discuss issues of concern to gamers. You can think of it as a guest editorial of sorts. This column is open to anyone who feels he or she has something to say to other readers. Please keep in mind that opinions presented here are not necessarily shared by the staff or publishers of SHADIS.*

## Industry Parallels

I used to work for a small comic book company called *Fantagraphics*. Before that, my experience had pretty much been Marvel, DC and a few Revolutionary Comics. Working for Fantagraphics impressed me with how far comics could go; they were producing comics like Love and Rockets, which had characters and plots every bit as realistic and hard hitting as movies like *The Piano* or books like *Breathing Lessons*.

The more I write for games, the more I talk to game professionals and the more I learn about the industry, the more parallels I see with the comic book industry.

This is not necessarily good.

### The DC/TSR Connection

DC Comics invented the idea of the *superhero*. When people who are "outside" the comics culture think of comic books, they usually think of DC creations like *Superman™* and *Batman™* — characters who have become cultural icons even for Joe Average. As the oldest company, they're one of the biggest. DC was the ruler of the *golden age* of comics in the 50s.

TSR invented the idea of the *role-playing game*. Outsiders to game culture still recognize Dungeons *and Dragons™*. To most it's still the game to which others are compared — the game that other games were judged to be "like" or "unlike."

The DC/TSR parallel operates on a deeper level, however. Both presented a very basic level of morality in their materials. It was clear that *Superman* and *Batman* were Good with a capital G, while the *Joker™* and *Lex Luthor™* were just as plainly Evil. While TSR did have the assassin character class available, it had Alignments which were spelled out with mathematical precision. There was little moral ambiguity in the realm of TSR; there was Lawful Good and Chaotic Evil and wherever you fell between, there was still a tidy little compartment with your name on it. You even got your own Language.

### Marvel And White Wolf

Marvel comics dominated the late 60s through the 80s, and still control the lion's share of the market today. Part of this is due to the influence of Jack Kirby, an artist who revolutionized the format of comics. Another factor, however, was the presentation of a less hard and fast morality; *Spider-man™* was vilified and feared, the *Hulk™* was a menace as often as a savior, and morality conflicts became legion in the *X-Men™* and their various spinoffs. This was the "Silver Age" of comics, and by the 80s and 90s, DC was following along with Lobo, Watchmen and, especially, *The Dark Knight.™*

White Wolf's game *Vampire: The Masquerade™* looked radically different from the other games on the market when it came out, and the content was different as well; instead of *Good vs. Evil*, it was more a game of the *Not-So-Bad vs. the Really Damn Bad*. Instead of dealing primarily with external conflicts and rewards (kill the dragon, get the gold) Vampire introduced internal conflicts (how am I going to cope with my dread thirst?)

The parallels extend even further; in both cases, there was a dramatic escalation of sexual and violent content. In Marvel's comic books, costumes got skimpier and fights got longer and more bloody. White Wolf's *Clanbook Toreador™* contains graphics that could easily have been lifted straight from a bondage flick.

Finally, both Marvel and White Wolf took something that was the guarded pastime of a small group and tried to infuse it with large doses of self-conscious cool. In a word, they took their product and made it slick.

Frank Miller said that when he created *The Dark Knight Returns*, he wanted to make a book you wouldn't be ashamed of reading on an airplane. "Vampire" clearly followed the same impulse.

### Tundra And Wizards of the Coast

Ever heard of Tundra comics? Most people hadn't. But does the phrase *"terror on a half-shell"* ring a bell? I thought it might.

Tundra was basically a small company that came out with a black and white, two part microminiseries called *Teenage Mutant Ninja Turtles™* and found themselves suddenly sitting on an $80 million cash cow. (I remember browsing through the first TMNT comic and thinking "Huh? This is goofy." I wonder how much that comic would be worth now if I'd bought it on a whim?) Wizards of the Coast produced *Magic: The Gathering™*.

Both companies batted their balls out of the park, creating a product that was

not only identified by outsiders, but was eagerly sought by them as well.

## Dollars: The Gathering

Gary Groth, publisher of Fantagraphics comics, believes that the phenomenon of "collectors' item" comics has been manipulated and deliberately inflated by the larger publishers, especially Marvel. If you look at it from a strictly seller's perspective, it's a nice idea: if I'm buying a comic to read it, I'll plonk down my $2.50 and read the damn thing. If I'm buying a comic as an *investment* though, thinking that I'll be able to sell it for $10 or even $50 later on, I'll buy two copies — or five, or twenty.

A collector's market gives people incentive to buy the same comic more than once.

Some comic store owners were quick to clue in to this action; they realized that they could get away with selling a $2.50 comic for $3.00 or $5.00 right off the bat, and would *still* sell multiple copies. They started filling their racks with superhero comics — much as games stores are filling up with Magic booster packs.

Most people who've tried to sell their comic collections have been disappointed. The comic they expected to get $50 for may only yield $20 — and then only if it's in a "straight run" of comics.

With Magic, even if the collector's market collapses (which Groth predicts the comic market will) all your booster packs *still* enable you to play a fun game better, whereas reading twelve copies of *Spider Man #1* isn't' any more entertaining than reading one copy twelve times.

Still, the massive success of *Magic* is probably going to change the face of gaming. Already other companies are scrambling to get their products out by summer. Looking at what the collector's market did to comics may give us some insights into what's in store.

## The Bad News

The emphasis in a lot of comic books has changed. In the *Golden Age*, the writers and artists probably wanted to tell a good story, figuring that was what would sell. Now the priority seems to have shifted to marketing decisions, rather than story considerations. There are plenty of comics out there with great art and mediocre stories (to quote artist-turned-writer Todd McFarlane, *"I didn't let a little thing like not being able to write stop me"*); but a comic with great stories and lousy art is going to sink like a stone. If you want a telling glimpse into this mentality, read the introduction to the bound volume of Marvel's *Secret Wars*. In essence, they admit that they came up with a plotline involving almost *every* superhero they had, because they wanted a pretext to come out with a line of toys.

Games could easily follow comics down this path. If only games that are full of slick art sell, then the stores are only going to stock games full of slick art — regardless of the quality of the writing, setting or mechanics.

Why does this happen? I'll hazard a guess; it's when something that was a small business run by enthusiasts gets profitable enough to become a *big* business. Profit becomes more important than the value of the product.

The next step is that the company follows the market, instead of trying to lead it. The writers of comic books decided "Hey, they buy the comics with fights and near-naked women? Fine, we'll put in *more* fights and *more* naked women." Instead of changing and growing, it just gets the same — only denser.

The result, in the case of comic books, was intellectual ghettoization. Except for the Pulitzer Prizewinning anomaly of Art Spiegleman's *Maus* (his father's memories of the nazi death camps, using the medium of the "funny animal" comic book. Believe it or not, it works) comic books are viewed as an adolescent past time of fights in tights. For the most part, this view is correct.

If the game industry parallels this, and turns inward instead of outward, here's what you can expect; a slew of trading card games, some good, some lousy (but you don't need to be Jeanne Dixon to predict that one) and eventually a stabilization with companies producing products that are "the same but different" — adventures and supplements with more and better art, but still the same concerns and plotlines — *Good vs. Evil* for the TSR fans, *Bad vs. Worse* for White Wolf fans. Like comic books, RPG companies won't try to sell their products to different people — they'll try to sell *more* of their products to the *same* people.

## But is it Art?

The good news is that, despite the parallels, the game industry *isn't* the comic book industry. Reading a comic book is passive; playing or running a game is active. Even a poorly conceived, poorly written game can be fun if run by a creative GM or with good players. Furthermore, gaming is imaginative, not imitative. This means that there's inherently more potential for games to grow as an art form. If what you get out of it depends on what you put into it, games are miles ahead of comics; the investment of attention is vastly greater.

## What Can We Do?

If gaming is going to grow, is going to address other issues and concerns and appeal to a wider audience, it needs to make openness a priority. For example;

- Gaming companies can keep the "hobby" roots of the industry in mind. The creativity was drained out of a lot of comic books by people who saw it as an item to be exploited, not a story to be enjoyed. If companies try to entertain their customers and not manipulate them, the battle is half won.
- Stores can stock games that push the envelope. Sure, the most popular games are those with the widest appeal — by definition. But often it's the obscure games with small print runs that expand the definition of what "gaming" addresses. By the time people have gotten used to an innovation from an "obscure" game, their own mainstream campaigns may have grown to include it.
- Finally, and most importantly, gamers can resist hype and image and buy thought provoking games. Ultimately, we vote with our dollars. If we're suckered by gimmicks and hype, we'll get the crap we deserve, but if we ask for games that *mean* something, we'll improve gaming for everyone.

by Greg Stolze ❑

# OMNIMART

## An Adventure for Atlas Game's Over the Edge™

**By Greg Stolze  Illustrated by Jason Holmgren**

There is a wide spectrum of ethics among interdimensional travelers. A group of law abiding corals (See page 81 of the Over the Edge gamebook) have allied themselves with Jean Christophe. There is a more mercenary element called the Transworld Development Corporation (TDC for short), and they've also set up shop on Al Amarja.

Their current operation is small; they have a store in Four Points Barrio. They call it Omnimart, and guarantee lowest prices on everything. Their primary goal is to capture Chikutorpl, proprietor of Winds of Change (see pages 108-9), for resale in a distant dimension, but while they search, they'll see if they can make some profit off this transdimensional backwater.

Omnimart, from the outside, appears to be a normal supermarket. Once inside, the aisles look ordinary; the vegetables are fresh, the deli goods are surprisingly unspoiled (for Al Amarja), and everything's reasonably priced. Their clothes department is disorderly and eclectic, and the surplus shelf could have just about anything on it — laundry baskets, army boots, toys, sneakers, computer diskettes, gas masks, or anything mass produced.

Characters who look for it might notice something unusual if they've been inside the store and walked around the perimeter; the aisles of stuff in the store should COMPLETELY fill the space of the store; there shouldn't be any space for back rooms, but there are clearly doors in the back of the store with people passing through. Just as clearly, NO doors exist in the back of the building.

Even if the PCs don't notice the space paradox, the longer they wander, the more likely they are to notice some unusual features of the store.

**1. The Freebies.** At the end of each of three aisles are three women handing out free samples of food. The samples will always be half gone, no matter what time of day or night, and the women will always look exactly the same. The foods constantly change, however — now burritos, now soda, now "Yakwurst, the Siberian Sausage Sensation!"

**2. The Big Socks Bin.** At the far end of one aisle, there is a huge garbage dumpster full of socks. Some are clean, some dirty, some still soaking wet. None are matched. If a character is very lucky, they might be able to find two that are the same after a great search.

To meet TDC's great energy demands, they've taken advantage of an obscure law of nature. They have an engine that randomly teleports socks from dryers and washers all over the world, to the bin in Omnimart, where they are stored before being used as fuel for their pan-dimensional engines (don't ask why socks are crucial for this; it's like asking why you need eye of newt for a witches' brew.)

**3. Random teleportation.** Whenever the characters pass over a numbered spot on the map, the GM rolls two dice. The number that comes up is their new location. Players won't notice this shift through their senses (there's no jarring sensation, the shift is gradual) but should notice soon enough that they've changed location — especially if they turn around immediately.

Two of these loci have additional properties. One is the 12 spot between the clothes and the surplus goods, and the other is the 2 spot in the corner by Frozen Foods.

The second time the characters roll a 12, they'll shift to a different dimension. (See Dimension Hopping).

If the characters roll a 2, they are reset to their original dimension. "Original" in this context means the dimension they entered on; suppose they roll their second twelve, get sent to Al Amarja Anarchy, go outside and come back in. If they roll a 2 after going out and coming back, they'll be reset to the Anarchy world.

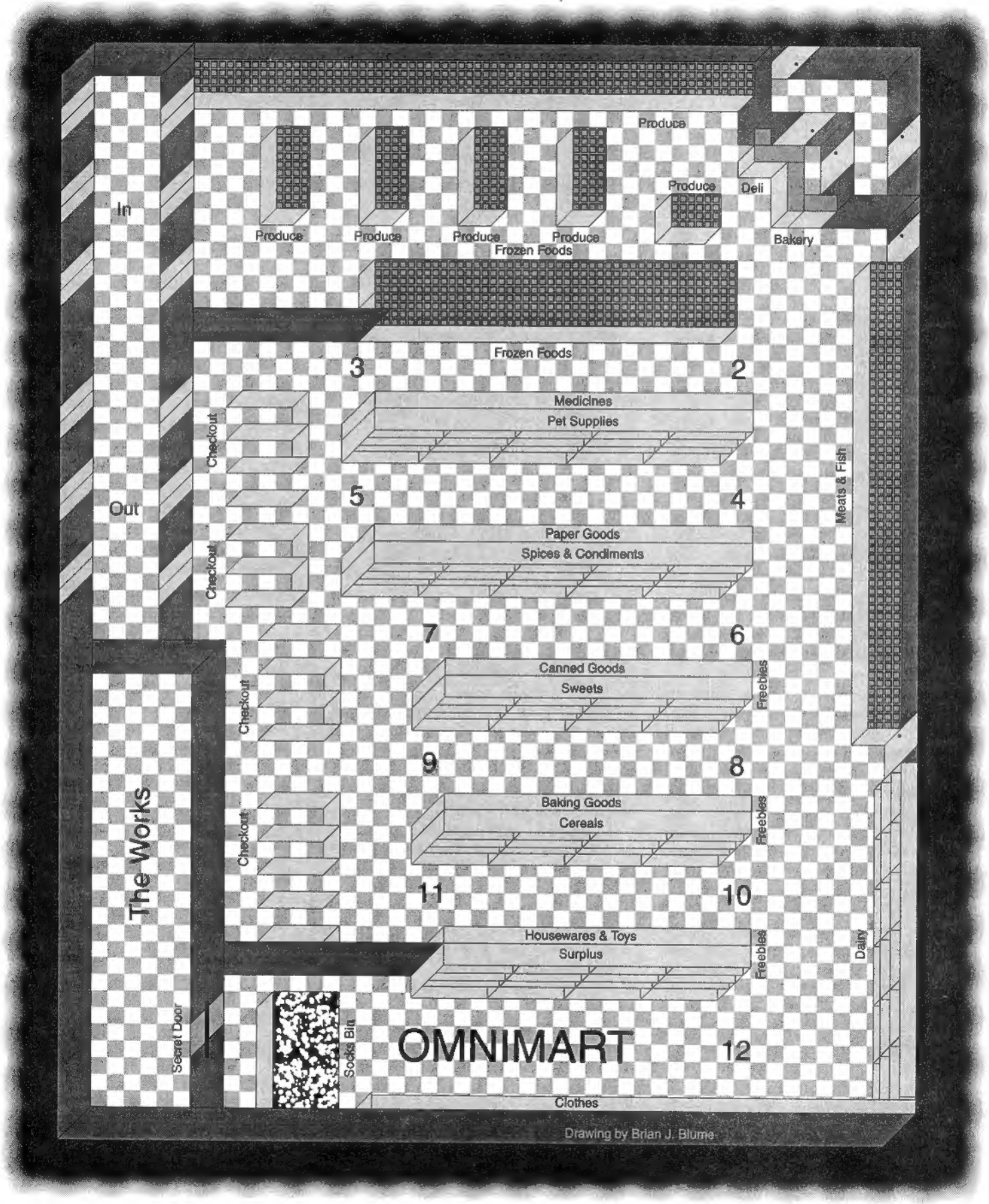
Also, rolling a 2 resets the counter of 12s to zero (i.e., if a group comes in, rolls 6, 10, 12, 2, and another 12, they won't be on an alternate if they leave).

Oddly, the Cutups seem to navigate this store with comparative ease.

### Dimension Hopping

Roll 2d6 and consult the chart below. Under the chart are descriptions of the Omnimart on that world, and the world itself if the characters venture beyond the supermarket doors.

2. Homeworld Al Amarja.
*(This is the world the PCs came from.)*
3. Gender Reverse Al Amarja.
4. Fantasy Al Amarja.
5. Pubeland.
6. Al Amarja — Papal Protectorate
7. Anarchy in Al Amarja
8. Europhobic Al Amarja
9. Al Amarja as Herland
10. Mascufascist Al Amarja
11. A New World Order


In
Out
Produce
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Produce
Produce
Produce
Produce
Deli
Bakery
Frozen Foods
Frozen Foods
3
2
Medicines
Pet Supplies
Checkout
5
4
Paper Goods
Spices & Condiments
Checkout
Meats & Fish
7
6
Canned Goods
Sweets
Freebies
Checkout
9
8
Baking Goods
Cereals
Freebies
Checkout
The Works
11
10
Housewares & Toys
Surplus
Freebies
Dairy
Secret Door
Socks Bin
OMNIMART
12
Clothes
Drawing by Brian J. Blume

## The Alternate Al Amarjas

**Gender Reverse Al Amarja.**

The store looks exactly the same. All the prices are the same, all the goods are the same.

This dimension is extremely close on the surface; it's just that everyone on the planet is the gender they *weren't* when the PC's first met them. Manuel D'Aubaine is the Liberator and Current Shepherd, and Wilhelmina Clinton is president of the U.S. Male PCs will now be confronted with sexism; whistled at, pinched, and condescended to.

**Fantasy Al Amarja.**

The store seems similar, except that under its coat of grime, the floor is hardwood. There are no plastic zippers on the clothes in the clothes rack. The freezer bins are silent, and engraved all over with curious looking runes. Nothing is in plastic wrap, it's all paper. The surplus rack has swords in it. Fellow shoppers will be very peculiar; pointy ears, diminutive size, fangs — none recognizable as "human."

In this Al Amarja, there ARE no humans. There are goblins and ogres and quite a few fairies.

Think of "Lord of the Rings" meets "The Naked Lunch." The laws of nature are subtly different here; electrons are less willing to behave in organized circuits. Chemicals don't react as violently. So instead of a repressive state based on firepower and technological surveillance, Al Amarja is a repressive state based on sorcery and magical surveillance.

The Aries Gang is a bunch of trolls, the D'Aubaine University has a great Necromancy department, elves from the Plaza of Broken Wings look down their noses at the Satanic hobgoblins in the Great Elves' Barrio. Bitter and Herb's now caters to those pathetic unfortunates whose bizarre appearance is likely the result of star crossed parents. (Eldorfs are held in particularly low esteem; these offspring of Elves and Dwarves generally can't decide if they'd rather frolic in a glen or delve in a tunnel. They usually end their days quaffing mead and dreaming of svelte maidens with full, thick beards.) There are a lot of horses and carriages, but magic powered cars are not uncommon.

The Peace Guardians ride 15 foot long lizards, while the Imperial Defenders ride larger, flying dragons. You need a license to own a dangerous magical object, most of them being in the hands of the government (headed by Her Imperial Elven Mistress, Moniqua of Aubignon and her sidekick, the magus Nusbaum the Mighty.)

The drugs of Al Amarja still exist, though (with the exceptions of alcohol and marijuana) in radically different form. MDA cubed is a small cube that is crushed in the left hand, Zoroaster is available as a ring that effects the user as long as it's worn, and Blueshock is a series of strange syllables read off a scroll.

If the characters venture out, any plastic on their persons will begin to decay within an hour (this could possibly include the threads holding their clothes together, or the soles of their shoes... definitely credit cards...) and will NOT return when they return to their homeworld. Any spellcasting PCs will discover that their powers have taken a quantum leap upward. Some magic items (GMs discretion) can be purchased for astronomical sums, but either won't function back in the homeworld, or will have greatly decreased power.

**Pubeland.**

The characters will first notice that the food prices have increased astronomically, and that there's nothing on the Surplus shelves. The clothes rack is full of cheaply made kids' clothes.

Next they'll notice that there are a LOT of grubby kids running around, many in oversized clothes, many looking hungry. There are also healthy looking adolescents patrolling the aisles on the prowl for shoplifters. When they reach the checkout lanes, they'll be confronted with a staff of all pre-teens.

In the 1960s, a technician in the U.S.S.R. dropped a vial of ZX99, a genetically engineered plague. ZX99 attacked the body's endocrine system, infecting hormones and overwhelming the immune system.

Only those who had comparatively small amounts of certain hormones were able to fight off the plague.

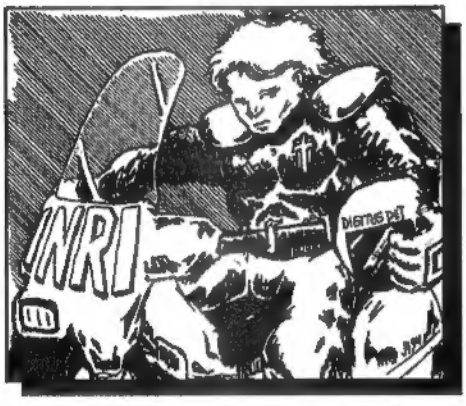
It spread slowly at first, but by 1982, almost everyone over 13 or 14 was dead or dying. By 1993, the hosts (post pubescent humans) are mostly dead, and ZX99 has died out from lack of anything to feed off of.

The oldest person on Al Amarja is Clarissa al-Sadwar, who is 43 but suffered her whole life from a congenital lack of hormones. She remembers what things used to be like, but overall it's an island full of crazy kids who saw their parents die and have been on their own for 10 years.

There were some bad cannibal times when the plague first struck, but things have gotten better. Some kids in the countryside knew how to raise crops,

there were a lot of people with food stockpiled, and the climate was pretty forgiving.

Reactions to adult PCs could range from fear and hatred to a messianic welcome (complete with demands to "Feed us! Take care of us!" — there's a cult based on belief in "The Return of the Old Ones.") Clarissa runs a prosperous gang out Broken Wings and Justice. "Sadwar's Kids" have a lot of guns, a fortified hillside and easy access to the country farms. The rest of the Edge is a no-man's land.




**Al Amarja — Papal Protectorate.**

Things in the store appear very similar, though if characters look closely at food labels they'll notice that some of them bear approval of "The Holy Health Department" while cigarettes bear warnings from "The Monsignor Surgeon." Also, any blatantly sexual ads are GONE.

There are no high heel shoes or seductive dresses in the clothing area. If the characters are dressed provocatively (showing women's legs above the ankle, low cut anything, or, heaven forbid, bare midriffs) they will get stares, or possibly a lecture on morality from someone conservatively dressed and wearing a cross. There are no prophylactics for sale.

In this universe, the Catholic church never splintered. Martin Luther was burned as a heretic, Erasmus of Rotterdam was condemned as a sodomite, and John Calvin was hunted down by the Inquisition.

The current Papacy is not the political power it was, but still controls most of northern Italy as well as various colonies elsewhere, including Al Amarja. There are fewer Catholics internationally, and the church lost a lot of support after its defeat as an Axis power in WWII.

On the surface, Al Amarja is a much nicer place under the protection of His Holiness the Pope, through his local governor, Bishop Furchtegott Nusbaum (and his ever present "secretary" Monique D'Aubaine). There are no (open) street gangs or (open) drug deals. In fact, there are Shepherds everywhere, smiling, taking notes, giving friendly lectures on morality, taking notes, asking questions, taking notes, taking pictures and taking more notes. There are no weapons in evidence anywhere. If the characters carry or draw one, they'll find out why; the Avenging Ministers will descend with amazing speed.

The Avenging Ministers are motorcycle mounted, machine gun armed, and backed up by armed helicopters. More feared than them, however, are the Inquisitors. Charged with "maintaining public morality," the Inquisition hasn't gotten any less ruthless — just more subtle.

Still, the nightlife continues on Al Amarja. It's just hidden. High prices are paid at Sad Mary's House of Meditation, which maintains a secret basement where most of the Ten Commandments are available for breaking.

**Anarchy in Al Amarja.**

The store lacks frivolous goods such as party napkins, whipped cream and tabloid newspapers. The clothes tend more towards the functional end of the spectrum. The surplus rack is full of firearms of all descriptions.

In this history, Monique D'Aubaine was assassinated seven years ago as part of a revolution attempt by a group called RSR3. The revolution was put down only after the government forces had been depleted enough for a large number of firearms to enter the island. Her two daughters promptly split the Edge in half and began fighting each other. Dr. Nusbaum tried to maintain order but lacked Her Exaltedness' charisma, while Jean Christophe locked himself in the bowels of the Terminal. Things fell apart; the conspiracies, recognizing that the island had gotten too hot for comfort, packed up and moved. The U.N. decided on inaction, with one ambassador remarking (off the record) "That repugnant hell hole is dying the death it deserves."

People still live on the island; a number of drug factories find it profitable to remain there. Smugglers and snuff film makers have found a the island to be a haven, if they can remain small enough to avoid detection or afford the firepower to protect their investments. There are also lots of refugees, scavengers and bandits who couldn't afford to get off when everything went to hell. The price of exit (and entry) has gone up considerably, since few boats and planes stop at the island.

Characters can walk the streets safely — if they're lucky. Open shooting is fairly rare, except in planned altercations between gangs. If they're not carrying guns, the PCs will get robbed and hassled, but if they have firearms they probably won't get in trouble if they don't threaten anyone. Violence is less common here, because the stakes are so much higher.

**Europhobic Al Amarja.**

Another very similar store, except that the goods are labeled with foreign names. Anyone in the party who speaks Chinese will recognize it as such. Most of the other shoppers will be of a distinctly African appearance, while others will be

asiatic or hispanic. Very few will be "white." Their clothes are much looser fitting and brightly patterned, and characters may get smirked at or called something insulting sounding — in Chinese.

In this history, the European colonizations failed. A series of plagues kept them technologically retarded, while Egypt developed the chariot earlier and conquered more of the African continent. From these roots grew a modern age where the Europeans ASKED the Native Americans if they could move in, and where the language of international commerce is Chinese. No single ethnic group dominates the world

This is not to say that racism doesn't exist; there are many who hold that "the pales" are genetically inferior, or that their particular group is destined to control the world. The major world powers are the Empire of Japan, the Aztec commonwealth, and the nation of Egypt (which currently covers half of Africa) Europe is a confusing mess of tiny, backward countries, each with their own ridiculous customs and barbaric language

**Al Amarja as Herland.**

Initially, the store looks much the same. However, perusal of the vegetable bins will reveal some fruits and veggies that are unusually large (or small) or have simply never been seen before. Examples; kiwi-sized watermelons, apple-sized grapes, meter long "party bananas" and "sweet pine" — looks like pine wood, but is tender enough to chew and slightly sweet There's also "living mousse" — a semi-living organism with some limited, random movement ability. You spray it on your hair and —voila!- the Medusa look, strands of hair moving on their own.

The clothes rack has a huge selection in all sizes and styles — but all for women. All the patrons apparently are women. Male PCs will get stares at the least, and reactions varying from a laugh to a shriek to "fashions get weirder here every year."

This Al Amarja started very close to the PCs homeworld. There was one small difference; Dr. Furchtegott Nusbaum was born as Gretchen Nusbaum. In our world, Furchtegott Nusbaum's uncle Gunter was a friendly, distant figure. In this universe, he raped Gretchen when she was 12, causing grievous emotional trauma.

In the present Al Amarja is populated entirely by women. Dr. Nusbaum threw herself into genetics, and made two key discoveries; how to safely and cheaply splice genes between two women to create an amalgam clone, and the recipe for SPANC (SPecific Attack to Neutralize Chromosomes) a gas that infects all cells with the Y chromosome, causing instant, painful death to all males.

When Monique D'Aubaine liberated the island, she declared it "A homeland for the most repressed people on Earth... WOMEN!" With SPANC to fight off any invading force, Al Amarja has become self sufficient, fed by the plants engineered by Dr. Nusbaum. There is still some trade through Skylla (mostly importing some manufactured goods and exporting Dr. Nusbaum's hipotency drugs), but it is illegal to be a male on Al Amarja.

**Mascufascist Al Amarja**

There are no women's clothes on the racks. No feminine hygiene products are on the shelves. The women handing out the freebies have been replaced by men who could be their twin brothers. Women are not used to advertise products, and any woman in the party will garner stares, followed by the starer running away towards the front of the store.

In the history of this world, an incredibly charismatic misogynist known as Patrick the Great arose and successfully waged war against an entire gender. The world is divided into warring corporations instead of warring nations. There is no central government The forces of competition, unfettered by "meddling regulations" control prices. Most disputes are handled "mano a mano" with violence, though guns are still regulated on Al Amarja. Free women are a thing of the past everywhere. Lobotomized when very young, women are either artificially inseminated or they're kept locked in brothels for the pleasure of those who can pay. Both types of women are controlled by FeMedTech, Inc. Children don't grow up in families, but are raised in communal schools operated by one of several rival multinationals which charge them for their schooling after they grow up and teach them the manly traits of self reliance, strength and viciousness. (Sociopathy is common.)

In Mascufascist Al Amarja, however, things are not entirely as they seem. There is an international conspiracy of doctors from FeMedTech who have been under-reporting the number of girl babies, stealing the girl children away with their brains intact and raising them as thinking humans. Slowly they've been recruiting like minded men (sometimes by showing them that sex is better with a thinking and responding partner). If the PCs do have a female with them, they'll be arrested by cops from Peace, Inc., interrogated, and finally turned over to FeMedTech for investigation. If the characters don't escape, they may be rescued by the underground.

**A New World Order**

The store looks almost exactly the same. The people just seem... blander, somehow. Nobody with ink in their skin or metal through it. The customers are wearing more sweatshirts and fewer leather bras. The rack of venereal disease remedies is conspicuously smaller.

Shortly after developing atomic weapons, the U.S.A. developed a more dire weapon; the White Thought Bomb. It releases a burst of psychic energy that stuns the people within its area of effect for a period ranging from half an hour to

a full day (depending on the power of the bomb and the distance from the center). Those affected won't go crazy or experience any longterm effects; they'll just stop where they're standing, or perhaps lie down and close their eyes after an hour or so.

The White Thought Bomb made traditional warfare obsolete; the U.S. just had to lob one in from an offshore vessel and send in troops to take unresisting prisoners.

As a result, Al Amarja is the 436th state of the United States of the World. All of North and South America are in the U.S.W., as is much of Europe and the Pacific Islands. Australia is split, and the U.S.W. has rejected several African countries as states.

Things are a lot tamer on the island The conspiracies that prop up the economy in the PC's version are spread out over the world, since there's no longer anything special about Al Amarja. The street gangs remain, though diminished in numbers and authority. Constance D'Aubaine is Governor, but has much less autocratic power than her mother had in the PCs version. Monique D'Aubaine is Senator, and is currently gearing up for a bid for the presidency.

People watch a lot more TV.

**Primal Disorder.**

This is the space *between* dimensions. Characters who enter Primal Disorder will survive, landing somewhere in Omnimart (roll a random world) in a radically altered form. They have switched bodies with a different dimension's version of themselves. If the GM has a specific idea in mind (alternate evolution where the characters are now silicon based and have completely different dietary needs and appearance, Al Amarja where life evolved as non-corporeal energy forms) they can fiat that, or they can roll on the chart below to see which "near" dimension they've switched with.

**2. Roll again.**

**3. Gender Reverse.** The character is the opposite gender (note; they'll still be attracted to the gender they were before).

**4. Fantasy.** Assume them to be members of whichever race seems appropriate. They'll lack the skills of their fantasy counterparts, but may have magic weapons, greater strength from a life of work... or may be laboring under some magic curse, may have lost a few limbs to primitive medicine, or have hideous dragonfire burns. Not to mention having to explain pointy ears, horns, or being twelve inches tall with wings...

**5. Pubeland.** To be kind, assume the characters were born later than they were before, and are now trapped in their own body, aged 10-14.

**6. Papal.** The characters won't have any visible tattoos, and their hairstyles will be conservative. There's a good chance that an off-island PC will have as his or her parallel a priest or nun visiting the island. Characters may be weaker (less violence on the streets) or bear mementos from encounters with the Inquisition.

**7. Anarchy.** The characters will be tougher and stronger, but will have disfiguring scars or possibly a permanent injury (lost eye, wooden leg). Basically, they'll look like extras from "The Road Warrior."

**8. Europhobic.** If the characters are from European descent, they may stay the same, though there may be changes towards oriental or African appearances. If they're from Australia, they'll now be dark aboriginals. If from the U.S., they'll have the strong features and dark skin of Native Americans. If from South America, they'll look more Incan and less Spanish. They won't have a new language, but will be dressed in far different styles.

**9. Herland.** If Al Amarjan natives, the characters will be women. If not natives, the characters will lack all the effects of their adventures on Al Amarjan.

**10. Mascufascist.** Female PC counterparts were raised by the underground and will be healthy and strong (though not necessarily unusually so). The males will bear numerous scars, and may have respiratory disorders from the more toxic atmosphere.

**11. New World Order.** The characters will be about 10-40 pounds heavier.

**12. Roll again.**

## The Staff

The Omnimart staff will gladly guide PCs back to their home dimension, but afterwards the characters will "wake up" and remember the whole thing as a dream. They won't want to return.

The staff cannot reverse Primal Disorder. Going through the doors in the back will take PCs through Primal Disorder. ❑

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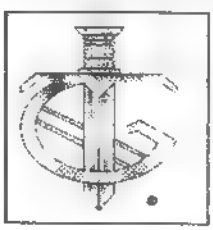

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# BEYOND THE SHADOWED DOOR:

## The Art of Horror Role-playing

**By William Spencer-Hale © 1994 Quintessential Mercy Studio**

A darkness waits for us all. It lurks quietly just outside of our reach; just beyond our sight. This darkness, this hunger is patient in its insidious goal; evil wallows in the decadence of immortality while humanity, despite its futile endeavors, must eventually bow before the pale horse and its grim master.

The darkness will have us in the end. Whether it is external, waiting around the corner with fangs bared and heart as black as coal or, within our own minds, forcing us to pick up the knife. It is here. It always has been.

Role-playing has come a long way from its humble beginnings. In those first dark days, role-playing was nothing more than kill the monster and steal the treasure; a different way of playing a wargame with a few neat trinkets and a little personality thrown in for good measure. From that foundation, a great hobby has arisen.

Now, there are scores of different games on the market. They range from the neo-traditional wargames that still have a strong following to a great variety of role-playing games and supplements.

Among these are a variety of genres and settings; little ground has been left uncovered. For the past several years, horror role-playing has claimed the spotlight in the industry and for good reason. These games add a new dimension to role-playing. Whether the player assumes the guise of an intrepid investigator attempting to solve some sinister mystery at the risk of soul and sanity or, that of the monster itself, clutching precariously to a small remainder of humanity to prevent being pushed over the edge does not matter. The lessons are the same nonetheless. they can teach us more about ourselves; about our dark side. They can bring us full circle with our humanity. Role-playing is more than a way to spend an evening, more than even an art form. When used properly, it can be a great psychological tool to discover ourselves. Fear can be a good teacher.

Although mood is important in any role-playing game, it is doubly so in the genre of horror. Without it, it is nothing more than a shoot-em-up with ghosts and ghouls. It is mandatory for the gamemaster to set a mood of horror and suspense; one that will keep the players on edge and make them wonder what is around every corner. There are several ways to do this.

First, never let the players feel safe. Give them no haven that they can run to in times of trouble. Make every non-player character mysterious to some extent so the players will believe that no one is trustworthy, even if they are. This can place them in dire straits when they need someone to turn to and they fear all who are around them. It will alienate their would-be allies as well so, if they do seek help, they will find that they have no one to turn to and must suffer through their dilemma alone. This can go a long way in making the players depend less on the NPC's and, in so doing, making the gamemaster's task much easier. The players will enjoy the game more if they participate more and are not carried by the imagination of the gamemaster.

Secondly, do not allow the players to feel superior to the horrors that await them. Let them be overwhelmed by the power, or the imaginary power of their macabre opponents, whether this be the case or not. Give the characters a sense of danger; a feeling that their opponents are bigger, meaner and more resourceful than the players. These creatures are the horrors that have plagued humanity for centuries. The denizens of the unknown should not be presented as cliche or as insignificant barriers to the player's goal.

Instead, they should be terrible and sinister, striking fear into the hearts of the players and spurring them to think of alternates to violence to defeat their enemy. Believe it or not; the area of play can do a lot to help enhance the mood of a game.

It is difficult to cultivate a feeling of mystery and suspense in a well-lighted room with flowers and pastel curtains. Pleasant, familiar surroundings help us to feel safe and comfortable and, in so doing, destroy the mood that the gamemaster is attempting to evoke. With a little preparation before the game, the play area, whether it be a dining room, living room or clubhouse, can be transformed into a more suitable environment for this type of role-playing.Light can be the gamemaster's worst enemy.

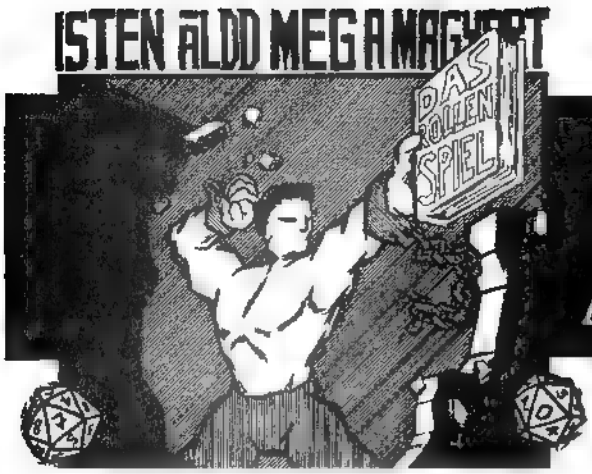
A bright, cheerful room is great for playing Bridge or Battleship but can completely disrupt the success of a horror role-playing game. It is advised to dim the lights and break up the familiar lines and corners of the room. When coupled with the narrative from the gamemaster, this can bring to the player's attention shadows that they have never seen before. It will make the room different and somewhat less safe.

Another trick to add depth to a game is to physically break up the layout of the room. This can be done by covering some or all the furniture and the walls with black cloths. This, when used in concert with less light and the other game elements presented by the gamemaster, can really give the players the creeps and help them to see life through their character's eyes.

On a final note, nothing can help evoke a feeling of terror more than the gamemaster. It is here that the true horror begins. By maintaining control of the game and remaining attentive to the desires of the individual players, the gamemaster can evoke a feeling of horror that the players will not soon forget.

Today, a wealth of horror role-playing games are available. The player has the option of hunting the more traditional monsters such as ghosts, ghouls and vampires, stalking sinister, otherworldly horrors like those found in the works of H.P. Lovecraft or assuming the persona of the monster itself and learning about the dark side from that unique point of view. Whatever choices are made, make the most of the game by adding that third dimension. After all, its just a game and there are no such things as monsters, right?

❑




# BEYOND THE GREAT MOUNTAINS

## A Look At Role-Playing in Hungary

**By Nádori Gergely Illustrated by Jason Holmgren**

***Editor's Note:*** *Recently, Nádori Gergely, the editor of a Hungarian role-playing magazine called* ***Biborhold*** *contacted me about setting up an article swap between our two magazines.*

*I was extremely pleased to find that Nádori's first article dealt with the history of role-playing in Hungary. I think you will find it extremely interesting.*

*I invite readers from other countries such as Japan, Germany, Scotland etc., to submit similar articles for the enjoyment of our readers*

*The gaming community, it turns out, is a small one after all.*

*JRB*

Old tomes hinted that intelligent life could be found beyond the distant Great Mountains. Few really believed the tales, even though a few brave travelers dared to venture there. Those hardy adventurers returned with unbelievable tales. Most of their stories were quickly passed off as lies

There was one point, however, on which their stories agreed They all claimed that a race of intelligent creatures dwelled there — creatures not unlike those found in our own realm

These strange creatures, so went the tale, would sit for hours in the same place, doing nothing particularly useful. They would simply talk with each other, roll dice, eat enormous amounts of pizza, and chips while drinks massive quantities of soda. In the United States, they call these creatures role-players. There can be no doubt, this species lives in the Unknown Lands as well

The history of role-playing in Hungary is a rather short one Even Tolkien's Lord of the Ring trilogy was not published in the Hungarian language until 1978 (It was brilliantly translated by then President, Arpad Goncz). Even though the translation was was very popular, no other fantasy books followed.

Wargaming has no culture in our country, you can't even buy good board games at all. Science-Fiction has attracted a great following since the 60's, but sci-fi games have been slow to follow.

The first role-playing club was not founded until 1986 in Hungary. It was the herald age of role-playing. We knew only the AD&D™ game at first. There were only a few experienced Game Masters, lots of players, and very-very few rulebooks. Nothing could stop the growth of the number of role-playing fans. A lot of people even GMed who could not speak English at all.

In 1989 the *Hungarian Role-Playing Association* was established. They planned to organize corporations, translate rulebooks, inform players of events and so on. The Association made many plans. A lot of new role-playing clubs began to spring up around the country, some of which had not even heard of the Association.

By 1990, the first adventure book was translated (Steve Jackson's *Deathtrap Dungeon*) and published in Hungarian. It was a tremendous hit. By that time there were some 5,000 players in Hungary. The first real Hungarian role-playing game was published about the same time, it was called *Combat & Magic*. Unfortunately it was poorly written and ugly to look at. In spite of that, a lot of people started to play. The game was poorly supported and no further supplements came out for it so AD&D continued to be the most popular system.

The main problem for role-players in our country has been the difficulty obtaining rulebooks. A lot of us traveled to Wien or to Munich, Germany to search out role-playing material. In 1991 the problem was finally solved, the first game shop opened in Budapest. Although they had only TSR products, it was a big help for the players. A year later another shop was opened, selling books of other companies too. Buying books is a bit easier now, but they are still very expensive for the average gamer.

In the summer of 1992 the first Hungarian PBM game was launched. The fantasy style game is called *Land of Survivors*, at this time they have more than 1,500 players.

In 1991 and the following years some gaming conventions were held with varying success. 1992 was the year when the first issue of **Biborhold** (Purple Moon) magazine came out. This monthly magazine is still flourishing, providing gamers with reviews, new material, and fiction.

At the end of 1993 a new Hungarian role-playing game came out. It is called *M.A.G.U.S.*, it was announced a year before it's released, so everybody awaited it like the Messiah. The result is a bit disappointing, most of its material can be found in other games. It is a mixture of AD&D, Palladium RPG and Rolemaster. The book is badly organized and not without some major errors. Even so, the world of *M.A.G.U.S.* is interesting, with some very good ideas.

Today, there are more than 20,000 role-players in Hungary, there are more than 30 gaming clubs throughout the country. Most of the players play AD&D, but it is not the only RPG any more. Some people play Rolemaster, others play GURPS Fantasy

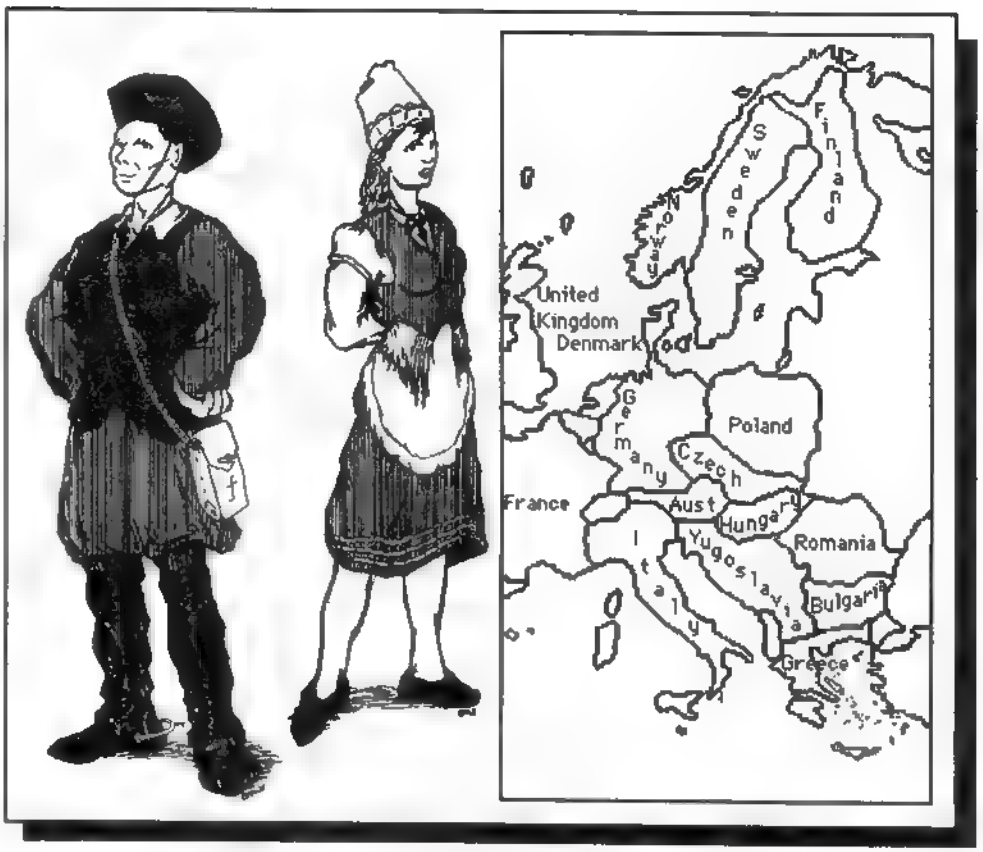
Those who prefer horror play *Call of Cthulhu™*. In the Cyberpunk realm the *Shadowrun™* game is most popular, but some play the Cyberpunk game. The *Star Wars™* game is the most popular sci-fi

RPG but *MegaTraveller™* has a good following too. There is a following for Palladium Book's *Teenage Mutant Ninja Turtles*, the *Hero System, Star Trek and Paranoia.*

I think Hungarian players are a bit more creative than the average gamer. It was hard (and still is) to get official material so we have to come up with our own ideas. Very few people here play pregenerated modules.

It seems that the number of role-players is going to increase in the future. This Easter the translation of *MERP* is promised. We also plan to organize a large, well-managed convention in the fall.

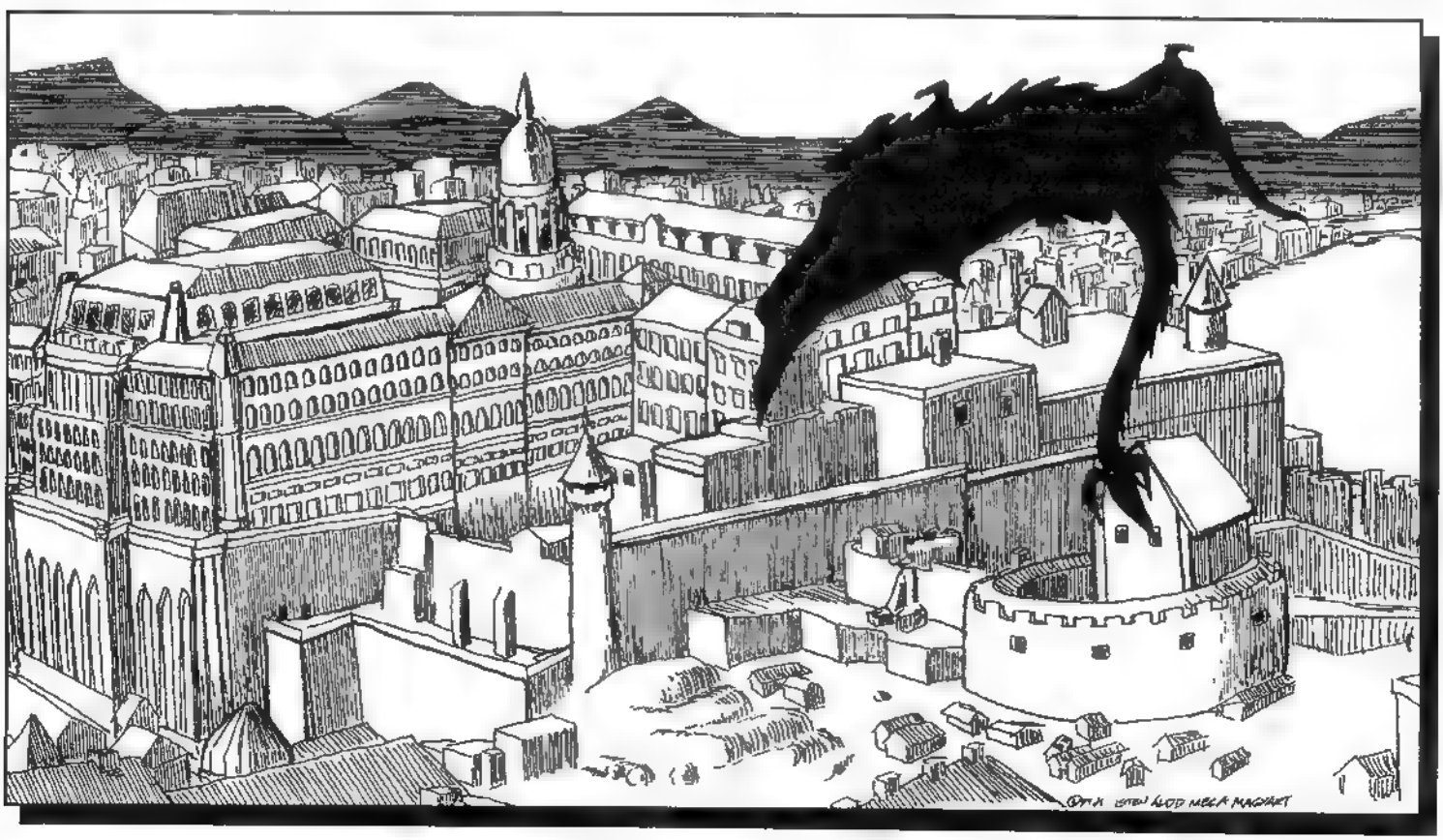
Some words about what readers of **Biborhold** enjoy. They like reviews (they want to know what to buy and what to avoid), They enjoy new Monsters, NPC's, spells etc. They like a column called *Diary of Dark Rat* (a character in the Land of Survivors PBM game) They don't seem to enjoy coverage on computer games or humor. ❑




**Illustrations:**

*Right. Medieval Magyar (Steppe Nomad) and a village maiden in celebratory costume*

*Below: Budapest's Royal Palace*



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# SCANNERS SAY IT'S A ... DRAGON?

## How to Successfully Mix Science Fiction and Fantasy

By Frederick Goff © 1994

What would happen if you took a bunch of adventurers from a hard-core SFRPG and dumped them in a fantasy campaign? Would they be so much dragon meat, or would they wind up rulers of the entire world?

This article will take a look at how a group of highly skilled science fiction adventurers would cope with a true fantasy realm. You might be surprised at how powerful and yet, at the same time, powerless they would be.

The basis for this article comes from one of the most enjoyable adventures I ever ran, in which a group of *Journeyman* adventurers were dumped into a fantasy setting. As a result, some of the comments and fictional narratives in this article will make reference to *Journeyman* and other FRPG characters and abilities. However, the general concepts involved in placing an SFRPG group into a fantasy setting should work equally well, regardless of what two systems you're using, whether it is *Traveller* and *Ars Magica* or *GURPS Space* and another FRPG.

However, there is one prerequisite. Your SFRPG must be strongly based in science. The fun and novelty of sticking SF and fantasy together comes from how different the two are. The effect simply won't be the same if you stick *Gamma World* or *Star Wars* adventurers into a fantasy setting.

### Getting the Players There

There are two ways to get your SF party into your fantasy setting. The first is to have them come across some space-time anomaly, or subspace warp, or trans-dimensional rift in space. They fall through and wind up in the fantasy universe.

The second method is to have the party specifically summoned by some being of

power in the fantasy universe. This summoning would manifest itself as a distortion in space in the party's SFRPG universe.

I personally like this second method better. By having the party summoned, you place them at a disadvantage (and believe me, you need to give them some disadvantages, particularly if they are armed and prepared, or they'll walk all over your fantasy world)

First, they'll be imprisoned by the summoner. Second, at least some of your fantasy people will be aware of their existence and the power they wield. Granted, they'll take it as magical power, but nonetheless, they'll be aware of it and more prepared to deal with it. This prevents your fantasy inhabitants from being totally defenseless.

One other point. When transporting your SF crew into your fantasy world, give them some warning. It would be unfair and cruel to shove them into this totally unknown and unfamiliar environment without at least some of their technology to sustain them. On the other hand, you don't want them waltzing into your fantasy world in a star cruiser, complete with contraterrene guns and antimatter missiles. Give them some advance warning of their fate, but not enough to allow them to go out and buy an orbital fortress.

Once you get your SF players into the fantasy realm, you're going to have to do a little work. Your SF characters will be used to things working according to science and will try to understand their surroundings based on that methodology. In short, they'll try to analyze any magic they see in terms of science.

This will work if you make the assumption that the fantasy realm is just a parallel universe. You can then assume that it is governed by its own set of natural laws. To the inhabitants of this realm, this physical law is called "magic." However, that does not make it any less of a set of natural laws than those that apply in our universe. Instead of using electricity and transistors, radio waves, and CRT tubes to see objects hundreds of miles away, you utter a few special words and gaze into a ball of fine crystal. The science is still there, it simply operates in a different fashion.

This means that in order for your SF players to retain their abilities and the abilities of their equipment, they need to be able to follow the rules of their own universe. To make this work, we simply encase each individual character and piece of equipment in a small pocket of their universe. This pocket is maintained by what your SF players would call a space-time field or bubble and what your fantasy characters would call a magical aura. This magical aura would be a natural by-product of their summoning and would be impossible to destroy (although it can be temporarily overwhelmed) Dispelling it would merely transport the group back to their own universe

This would make your SF players magical beings for all intents and purposes. They would also be considered summoned beings, and their equipment, weapons and the effects of those weapons would be considered enchanted or magical attacks. Thus, any spells or magic that protected against enchanted weapons, magical beings and the like would be effective against your summoned party.

At the same time, the party would have a magical resistance to any spells whose effects violated our physical laws, since any magic directed at them would necessarily penetrate their normal-space field and so become subject to normal physical laws. Spells that did not violate our laws in their effects, such as fireballs, lightning bolts, summoned arrows, etc., would affect the character normally.

This magic resistance would not be particularly high. After all, the party is just a group of individuals, encased in tiny pockets of normal space, and immersed in an entire alternate universe. It's pretty easy to overwhelm the physical laws of that "magical aura."

This would make your SF party extremely susceptible to magic without proper protection. This is why it would be mandatory for your SF party to have at least one good scientist with a strong understanding of physics. They would need his skills to understand and counteract the "science" of this universe.

Okay, so how could your SF players defend themselves? Well, their best bet would be to extend and strengthen the pocket of normal space around them. Make the pocket of normal space strong enough, and its physical laws can more effectively withstand those of the fantasy universe around it.

Strengthening a character's normal-space field would require a sophisticated matter-wave field generator capable of recreating normal-space elementary particles. Since these particles are the building blocks of our universe, they are like little packets of normal physical laws. Generate enough of them, of sufficient stability, and your SF characters can reinforce their individual pockets of space.

A ship's FTL drive would be ideal for this since they operate by mimicking elementary tachyonic and normal-space particles. However, very, very few players walk around carrying FTL engines on their backs.

Fortunately, a force-field generator makes a good substitute. A good engineer, coupled

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with a good physicist, should be able to alter the field sufficiently to strengthen the "magical aura" by several orders of magnitude. Unfortunately, the force-field will only strengthen its own pocket of space. This means that only a personal shield can be used in this way, since its field completely envelopes any individual wearing it.

Modifying a force-field to increase magical protection will definitely weaken its defensive capabilities and may even burn out its circuitry if maintained for too long. In addition, it will not provide spell immunity, it will only increase the magical resistance of the individual wearing it.

Another point you need to know. Since your SF characters are encased in pockets of their own universe, it would be impossible for them to take advantage of the laws of the fantasy universe. That means your SF players won't be able to cast spells or use magical items. Any object, however, that behaved identically in both universes could be used. Thus food would provide nourishment, swords would kill, horses could be ridden, etc.

It is inevitable that your SF characters will interact with and fight against the inhabitants of your fantasy realm. This means you'll have to do some conversions where the rules are too different. You can pretty much bet on having to adjust character attributes and combat rules. The question is, which system should you convert to? I would recommend converting your fantasy characters to fit with the rules of the SFRPG system you are using, since you will be running this as an adventure in your SFRPG campaign.

Converting rules is actually a lot less difficult than many people might think. All you need to do is generate what I call a "Table of Equivalents." This is simply a chart that takes the defining attributes of your fantasy character and relates them to the equivalent attributes of your SF character. If the fantasy character has attributes that are not defined in your SF setting, they are ignored. If your SF setting has attributes not covered in your fantasy setting, you generate them for your fantasy characters using the rules of your SFRPG system.

You should use the combat rules for your SFRPG system. It is easier to integrate fantasy into an SF setting than it is to work it the other way around. SF can handle primitive weapons and magical damages, but how do you figure out disruptors or hand grenades in a fantasy combat system?

Once you have your conversions defined, role-playing in the fantasy campaign will be just like adventuring on a really primitive world; except that here, wizards really do exist, dragons breathe fire and fly, demons can be summoned from the nether regions, etc. In short, you can break all the rules of physics you want to your heart's content and watch your players go crazy

Putting an SF group in a fantasy setting can also give you an opportunity to take advantage of their dependence on technology. Watch them stress when they have to spend three weeks just traveling to the next kingdom. Remember, these are people used to getting on a grav car and crossing a world in ten hours.

Oh, and speaking of traveling, have some fun with them the first time they try and ride a horse. Most of your characters will probably have never even seen a horse in real life, let alone ridden one. And what if they are aliens. They might not be able to even straddle a horse, or the animal may panic at their sight and/ or scent.

Your characters will also be dirt poor when they arrive. Their credits and electronic bank cards won't be worth anything more than their novelty. They might have to sell some of their equipment (which will bring a high price, assuming anyone will trust something so obviously magical) just to get enough to eat.

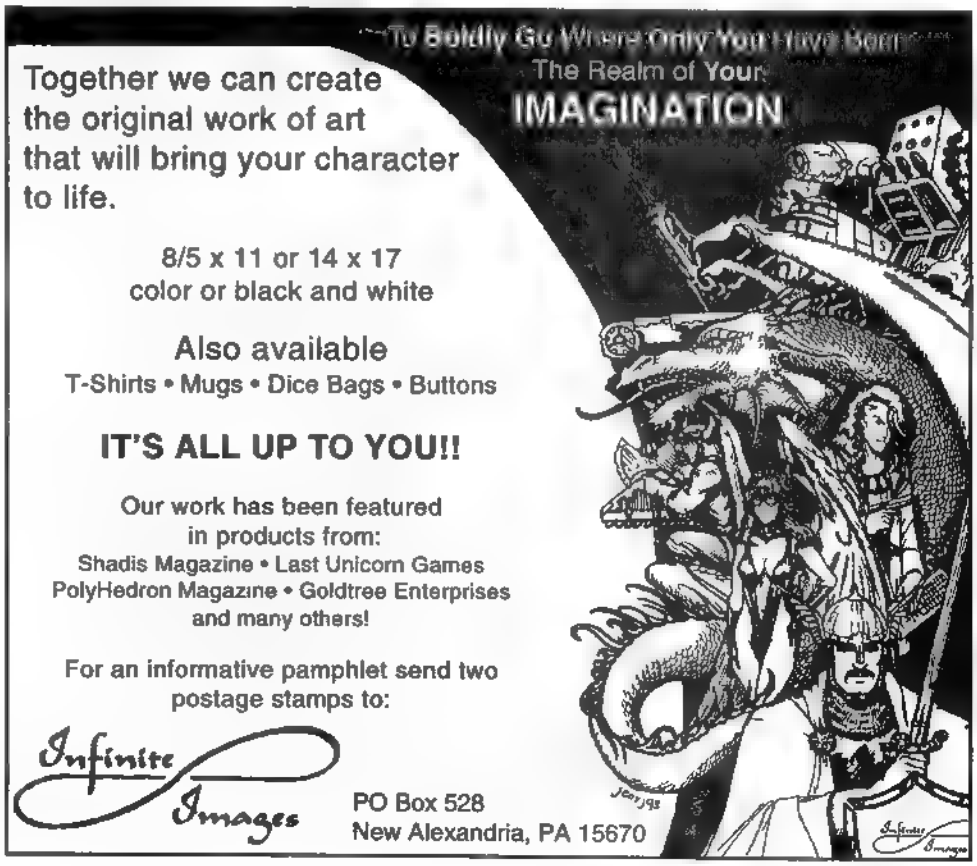
Your characters had also better realize that they just can't buzz over to the local power outlet and recharge their weapons. When they fire the last shot on that blaster, it's down for the duration.

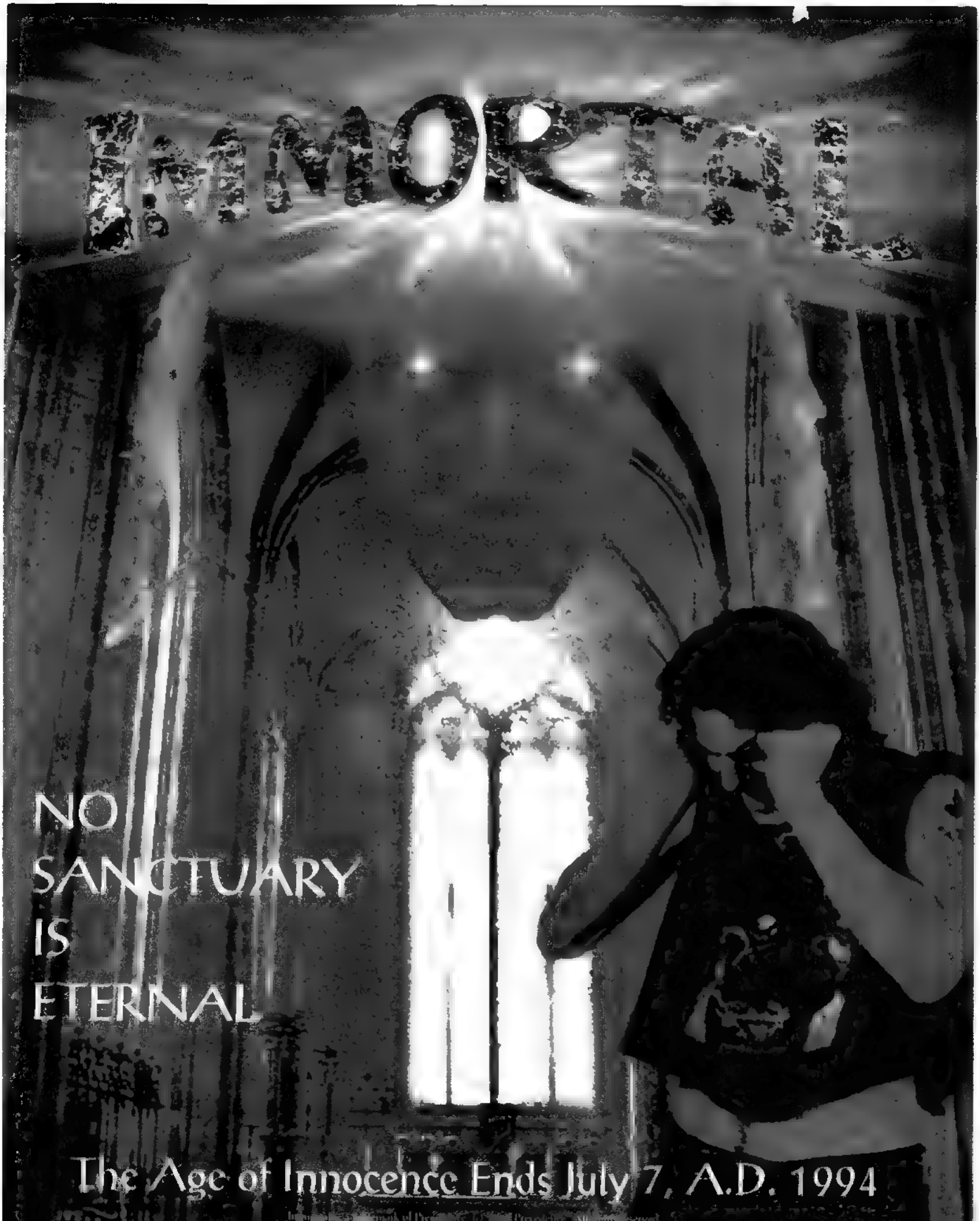
Also be sure to continually remind your characters about the lack of sanitation, the bland taste of the food (only the wealthy can afford spices), the lack of climate control (you mean this room has no central heating ?!?), etc.

### Getting Your Characters Home

Getting back is pretty simple once the party figures it out. If they can get a powerful enough wizard to throw a dispel magic (or its equivalent) on them, they will return to exactly the same point where they left. Be aware, though, that it took a mighty powerful wizard to bring them there in the first place, so it's going to take one equally as strong to send them back, and that kind of wizard is not easy to find.

On second thought, maybe it wouldn't be such a bad idea to work out that bargain with Barak, after all.... ❑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# HOOK, LINE & SINKER™

## Adventures on the Fly!

Edited by Jolly R. Blackburn

### What is a Hook, Line & Sinker?

*Hook, Line & Sinker* is one of the most popular columns to have appeared in SHADIS. For the benefit of our new readers, an HLS is a brief plot-line for an adventure presented in a simple format. HLS scenarios are generic and designed to give the Gamemaster the seeds for an adventure that he can build around. They come in handy when the GM has nothing else prepared, or finds the party has outpaced him and the prepared adventure suddenly ends. Readers are encouraged to submit HLS scenarios for any genre

### Explanation

**Hook.** The current situation or location of the adventuring party.
**Line.** An opportunity for adventure that presents itself to the party. A *line* is normally presented as a short paragraph. Think of the line as the "bait" to lure the party into an adventure
**Sinker.** The clincher to the *line*. The sinker presents the GM with a dilemma that makes the situation a true adventure.

## Fantasy Scenarios

### Holy Mission

**Hook:** A sacred relic has been stolen by a ruthless band of brigands from a group of priests on a pilgrimage to the *Great Temple of Wuss*.
**Line:** The High Priest of the temple enlists the aid of the party to recover the relic promising ample monetary compensation for the task.
**Sinker:** After accepting the assignment, the deity of the temple manifests himself to the party and imposes certain restrictions on their quest. Since this is a holy mission, the party may not kill any sentient being or take any valuables by force. Ignoring these restrictions will incur divine retribution.

The party may bluff, bully, intimidate, negotiate, cozen, plead or flee - but no killing or hack-n-slash - just creative role-playing.

David Lashley

### The Caravan

**Hook:** The party is travelling in a foreign land. They are unfamiliar with the local geography and customs. Since their provisions are running low, they are also desperate for work (or a dungeon to loot).
**Line:** The party is approached by a regally-dressed man on horseback. The man explains that he is a merchant leading a caravan loaded with expensive and rare spices. The way ahead is crawling with bandits, but he merchant's livelihood depends upon the safe delivery of the spices to market. He offers the PCs a job guarding the caravan.
**Sinker:** Heeding the steady drone of their empty stomachs, the party takes the job. They slay many bandits on the way to the market, and are handsomely rewarded by the merchant.

Dan Lambert

### Color Of Money

**Hook:** The Party is entering a wilderness town after an extremely good adventure where they picked up much gold and treasure.
**Line:** There is a thriving boom town where business seems to be very brisk and the towns folk seem pretty well off.
**Sinker:** When the party seeks lodging and tries to replenish their supplies they find out that gold and silver are nearly worthless in the town.

The standard unit of purchase is a small dragon scale. The town works mainly on a barter system with little or no use for outside gold and silver. Merchants will begrudgingly take it but at extremely inflated prices

On a following adventure the party may discover a trove of the scales and pass up gold to return them to the town. Upon doing, so they will find that the standard of trade changes on a weekly basis and now another rare or strange item is the standard for barter in the town

John Zinser

### Undead Delusions

**Hook:** The players are recruited by a king, lord, baron, high priest, etc., to seek out a missing artifact hidden in an eerie old mausoleum that stretches for a couple of miles underneath a local church.
**Line:** Hint to the players that there are plenty of dead bodies located in this mausoleum, and that the locals are quite frightened of the place, and have plenty of spooky tales to tell of strange things seen creeping about, making frightening noises in the process.
**Sinker:** Run them through the mausoleum, but have absolutely no undead creatures. If your players run true to form, they'll stock up on whatever spells they feel appropriate for use against undead (ie, Invisibility to Undead, Protection from Evil, etc.), and get items like Holy Water, Stakes, Holy Symbols, etc. just based on your hints that there are lots of dead bodies in the place.

When they go through, give them lots of strange noises to make them think that there are undead scurrying about in the

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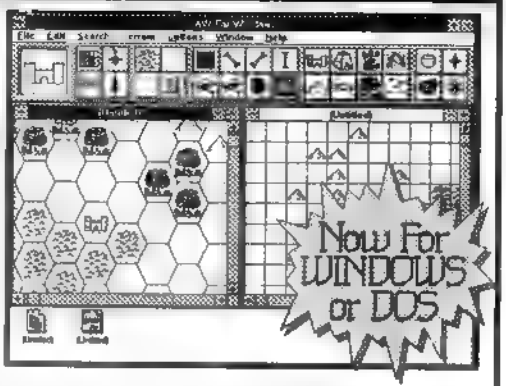


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shadows, such as a door creaking in the distance, a scrabbling sound from behind one of the walls, a loud screeching from just ahead, and other spooky noises

Then, just have fun watching them expect every encounter to be with Zombies, Skeletons, Ghouls, or other nasty undead types, while you throw rats, bats, giant spiders, possibly even a were-rat or two, and at the center of it all an Illithid who doesn't take kindly to being disturbed.

It's a classic case of misdirection, but it keeps your players on their toes, and teaches them never to take anything for granted.

Michael Lampman

### Chieftains Daughter

**Hook:** The party is travelling through an unexplored mountain pass when they run across a Humanoid hunting party

**Line:** The Hunting Party has captured three deer and are preparing for a great festival. Unlike many Humanoids the party has run into, these are actually friendly and invite the party to join their celebration that evening.

**Sinker:** The celebration is an event known as the *Festival of Choosing*. There is much dancing and drinking and merriment. The women of the tribe, most of which look like Orcs (need I say more?), spend time fawning over party members and bringing them food and wine. Somewhere along the line a party member will be given a peach which has been split it half. Accepting the cloven fruit is a binding contract in the tribe that the two are engaged to be married. As it turns out the enamored young female is the chieftain's daughter and the party may have to fight their way out to avoid the tribe's version of a *'shot gun wedding'*.

John Zinser

### International House of Pancaked Adventurers

**Hook:** The party is passing through some town, and is invited to try out a new restaurant that's having it's grand opening.

**Line:** The restaurant can be as tasteful or tasteless as you decide, but as a grand opening promotion, the restaurant is having a little contest, where the winner has to find an object (little statue, box, orb, etc.), which is hidden somewhere in town, in an publicly accessible place, and not in any personal residences. The amount they might win should be large, such as 1,000 GP, enough to make the party wonder how a restaurant could afford such an extravagant sum.

**Sinker:** Actually, the restaurant can't pay the extravagant sum, and has resorted to hiring cheap muscle to stop anyone from getting too close to the object. If the characters defeat the cheap muscle, find the object, and bring it back to the bar, the owners will have no choice but to cough up the money, unless they want to be lynched by the townspeople. Since they don't have that much money though, they will instead give the party the restaurant, and suddenly the party is in the restaurant business. Bon Apetit!

Michael Lampman

### Maiden in Distress?

**Hook:** The party is in a bar or tavern in a fairly good sized town or city. While being served they notice that the waitress and the establishment owner are bickering and the owner is bullying her.

**Line:** The waitress is an extremely attractive young lady and seems to take it all in stride, but looking more frazzled with each grab, push or insult from the owner. The abuse is bad enough and bad enough to draw the party's attention. Characters of good alignment will feel compelled to intervene.

**Sinker:** The waitress is actually a very skilled high level assassin. She has been egging the owner into abusing her so she can set him up.

She plans on killing him in front of witnesses as soon as his physical abuse warrants her to act in 'self defense'.

If the party intercedes she will do one of two things. If she thinks the party may help her complete her job she will have no problem befriending one or more of them and conning them into killing the old man.

If she doesn't think they can help she will politely thank them but tell them she can take care of herself. Which she will very soon by putting a dagger in the owners gullet.

Either way if the party keeps a close eye on this maiden in distress they may be pulled into a web that will be very sticky to get out of.

John Zinser

## The Silver Triangle

**Hook:** The party is travelling down a road when they find a body lying on the side of the road.
**Line:** The body is of a man obviously dead for more than a few hours but there is no clue as to how he was killed or died If the party searches his body they will find a scroll which outlines the payment of hundreds of thousands of gold pieces from one local kingdom to a neighboring kingdom. The party will also find on the body a small silver triangle with the symbol of the first kingdom on it.
**Sinker:** The Triangle is a mythril piece worth hundreds of thousands of gold pieces. It is the payment meant for the second kingdom to ensure a piece treaty both kingdoms have agreed to. If the party returns the silver piece and report the body they may be rewarded and offered employment. If they take the silver triangle and go about their business they will be tracked from the scene and accused of robbery and murder. The penalty for which is death. This may happen especially if they think the triangle is just a worthless seal carried as an identification piece.

Paul Stachel

## A Safe Haven

**Hook:** The party has been travelling in an extremely rough area of the world and have been harassed by humanoids and bandits the whole way. They stumble upon an Inn which looks much more like a protected fortress
**Line:** The party is surprised to find a very hospitable tavern with friendly patrons, innkeeper and barmaids. They are assured that the Inn is the best protected in the area and they have nothing to worry about.
**Sinker:** Unknown to the party the Inn is a deathtrap. Once inside they will be trapped and captured by the bandits who own the building. They use the inn a rouse to capture experienced adventurers who bring a very high price at the gladiator and slave auctions in the area.

Paul Stachel

## The Friendly Ghost

**Hook:** The party is visited by a ghost which looks disturbingly quite a bit like one of the party members.
**Line:** The ghost was murdered and he wants the party to help him avenge his death. He needs the character that looks like him to impersonate him and help capture the actual murderer when he tries to kill the player character.
**Sinker:** In the end the party will have to agree to help or the friendly ghost will tag along with them causing all sorts of bad things to happen. As it turns out the ghost wasn't such a nice guy during life and there were quiet a few people that want him dead. Also the party will not only have to contend with the murderer but jilted lovers, political enemies, etc.

Paul Stachel/Steve Reeves

## Two Left Feet

**Hook:** The party is in a large town looking for supplies or what have you. One of the party bumps into a woman while she is trying to pick the pocket of an unsuspecting victim.
**Line:** The thief is quickly caught after the intended victim yells for the constabulary. She is dragged off to jail, but escapes before the guard can get her into a cell. Her cohorts help her to escape and hide safely away.
**Sinker:** The thief is infuriated beyond belief at the insult paid to her by the member of the party that bumped into her (she should be a very skilled thief). She is going to do everything she can to make the party's time in town unbearable. She will steal from them at every opportunity, make sure any beggars and such are aware of them as a mark and encourage others to give the party false information. She should have two or three cohorts helping her.

Ty Belknap

## Smitten

**Hook:** One of the party members (preferably a noble warrior) observes a maiden being beaten by a fat, old man.
**Line:** Being of the Right Nature, the party member helps the maiden, who falls in love with him. She will come after him if he leaves. She'll try to follow him wherever he goes, attempting to win his love.
**Sinker:** The maiden is actually a demoness. Her goal is to turn all of a noble heart into chaotic maniacs. If the party member accepts her, she will slowly change him into a man of a completely different nature. He will brawl often, become jealous when she talks to anyone (which she will do seductively and very often), and, in the end, he will start to beat her. It should be during a public beating that a noble warrior sees the party member beating her, and comes to her rescue...

The demoness true alignment cannot be shown by ordinary means due to a spell she has cast. It must take a powerful cleric to identify her true self. Once the party member becomes intimate with her, only dispelling the curse will help him.

Ty Belknap

## Orc Appetizer

**Hook:** The party is traveling through a forested area on their way to some other location.
**Line:** The party suddenly hear crashing noises coming through the trees. A pair of orcs come stumbling out of the woods onto the path directly in front of the players. The orcs give a terrified look at the players, a terrified look over their shoulders, and then come at a screaming run right for the players with their weapons held high.
**Sinker:** The party should have no trouble killing the orcs. The orcs only want to get down the trail as far and as fast as possible. The party will probably wonder what the orcs were fleeing. Soon after the orcs appear, a big, nasty monster (hill giant, young red dragon, bullet) appears. If the players bothered with the orcs, they are probably standing in the middle of the trail when Mr. Nasty appears. As humans and horses are more filling for Mr. Nasty, he'll give up pursuit of the orcs and eat the nearest player character.

If the players recognized the orcs' overwhelming fear and decided to hide, they see Mr. Nasty break through the trees and go speeding by. This is followed shortly by the sounds of the orcs screaming, bone crunching snaps, and loud slurping noises. The players can use this time to quietly slip away and reflect on the old saying, *"There are old heroes and bold heroes, but no old, bold heroes."*

Tod Landrum

## Toll Bridge

**Hook:** The party is traveling in some remote countryside and is nearing a bridge.
**Line:** From 25 yards away, the party can see a lone orc blocking the bridge. He clutches a spear in his hands as he eyes the party nervously. Next to him is a sign with crude writing, "Uz pays 1 gold or uz gets it!"
**Sinker:** The orc is actually bait for a pair of lazy trolls that live under the bridge. The orc has a strap tied to his right ankle

that is staked into the ground behind him. With luck, the party's fighter will stride forward and declare to the others, "Wait here while I take care of this." Once he gets close to the orc, the trolls race out from under the bridge and attack. With luck, they can subdue the fighter and get him under the bridge before the rest of the party can come to the rescue. If the fighter does manage to escape, be sure to remind him that *"Discretion is the better part of valor."*

Tod Landrum

### The Cursed Sword

**Hook:**The party is approached by a humble cleric (to a well known good church). The cleric asks the party to recover a magical sword from fiends that have stolen it. He will pay all he has and places a small pouch of golden coins on the table

**Line:** The cleric will tell the players that a group of adventurers broke into the *Temple of Light* two days ago. They stole an ancient sword that belonged to a holy fighter that founded the church

The church will pay again the amount in the bag, once the sword is returned The only catch is that none of the thieves must be seriously hurt in the retrieval of the sword. The cleric is under a vow of non-violence. He understands that they may need to use force, but that they should avoid killing someone at all costs.

The church is not interested in retribution, they simply want the sword back.

**Sinker:** The cleric is a fraud. He is a member of the group that robbed the temple. Unfortunately, the leader grabbed a magical sword, which it turns out is cursed. The fraudulent cleric, actually a thief, thinks that if the characters steal or forcibly take the sword away from the leader and return it to the temple that the leader will be free of the curse.

It's his understanding that the curse will transfer to whom ever possesses it. He of course does not want his leader to be hurt, thus the restriction on hurting the person that stole the sword. (The curse is up to the GM, but should be something particularly annoying)

The thief also thinks that when the party returns the sword to the temple, that it should create enough confusion to aid his group's escape from the area. (It could also make for some interesting role playing when the church not only disavows all knowledge of the cleric that hired them, but has them arrested for the theft of the item as well)

Todd Landrum

### The Pit

**Hook:** The party is traveling on foot through a thick forest on the way to some other objective (perhaps scouting out a lair or tracking some other adversary). They've found a narrow path that they've been following for a few minutes now.

**Line:** The first player in line, by making a perception roll, has detected a crudely constructed pit approximately 5-6 feet across. A dwarf or elf in the party can recognize the construction as typical, sloppy orc craftsmanship.

**Sinker:** The first pit is actually a distraction for a second pit directly behind the first. The orcs are hoping the players will spot the first pit and simply jump over it, thus landing on the second, better hidden, pit. This second pit is an old mine shaft entrance. Between the fall and the orcs waiting at the bottom with clubs, the victim should be quickly subdued. The orcs will whisk the victim off to their kitchen where he'll be tied to a rotisserie to begin the slow roasting process.

The rest of the party will probably be a little more careful. They will have to repel down the tunnel, fight past other orc traps, and finally battle the orcs themselves in their cramped little tunnel home in hopes of rescuing their comrade before he becomes lunch. If the party manages to survive, you can be sure that next time they'll "look before they leap." You might also remind them that *"pride goeth before a fall."*

Tod Landrum

### Murder, Most Foul

**Hook:** There have been a series of horrendous murders and mysterious disappearances over the last few weeks. The local ruler has grown very concerned and has set up a sizable reward for the capture or destruction of the perpetrators.

**Line:** The current information points to old ruins off of the old north road. This is where the first bodies were found. (Give some gruesome description to inspire the party).

The murders have been steadily increasing and growing in voracity. The local constable had been investigating. His notes are available and seem in indicate that the locals speak of a "demon" that inhabits the old ruins. The constable

did not believe in demons and dismissed the local's demon lore as peasant superstition. Never the less, the constable and three of his men failed to return from an expedition to the ruins. The local ruler cannot afford to lose more of his guards, but wants these crimes to stop. He is willing to pay generously for the end of the murders and/or the return of the constable.

**Sinker:** The keep actually contains an avatar to some good deity that has been imprisoned by dark magic. He appears as a demon and is under spells of control which force him to attack all who enter. The real culprit is the constable. He is homicidally insane — a demon worshiper, and a devout coward.

He wishes to destroy the avatar but does not feel he is strong enough to do so. He has murdered peasants in the area and left clues pointing to the avatar. At first glance this should appear to the players as a setup for a short dungeon crawl, in fact it is an opportunity for them to investigate the clues and the keep and discern the truth.

The GM will need to prepare notes from the constable. These notes if examined closely will disagree slightly with any comments that the peasants make. The discrepancies should lead the party to at least suspect that the "demon" is not the true murderer.

To figure out the truth, the party will need to do lots of investigation and role playing with the frightened locals. If the party asks too many questions, the constable will step up the murders and either attempt to kill the party or frame them as being in league with the demon. If the players discern the truth, the constable will attempt to kill or frame the players as the true murderers.

Gary Anderson

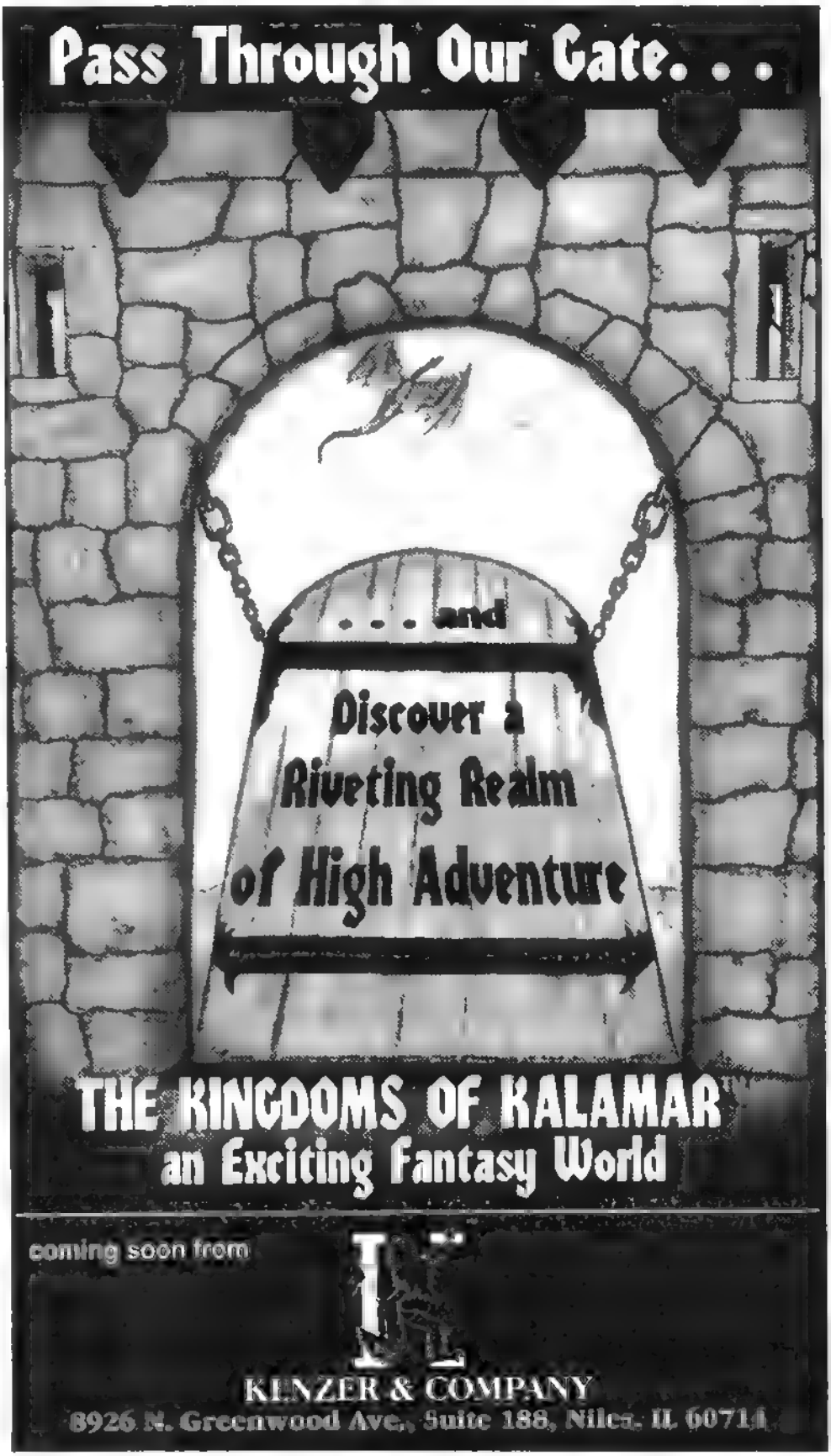
## Science Fiction Scenarios

### The Lonely Mech

**Hook:** While visiting a town, the party is sold information that there is a perfectly good Mech hidden in a field about 15 miles outside the town.

**Line:** There really is a Mech hidden in the field, but it has been gutted and stripped of parts.

**Sinker:** The information is actually a trap set up by mech-bandits to get other battle mechs out of the city where they can overwhelm them with their numbers. The bandits will be merciful to characters who surrender and give up their mechs peace-



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fully. But if the bandit's take any casualties during an exchange they will be less forgiving.

The party could very well be mechless and plotting how to get their valuable Mechs back at the end of this encounter

Paul Stachel

## Let's Make A Deal?

**Hook:** The PCs are space traders with the Rebel Alliance who have been doing well, cruising between the stars and exploiting the wild interplanetary differences of supply and demand.

**Line:** The PCs are hired to ship several tons of refined durillium ore from an Alliance planet to an Empire planet. They are to exchange this ore for crates of an innovative new twisting puzzle called *"Greer's Sphere"*.

They are assured that this is a simple barter which minimizes probing by empire Customs. Landing and spaceport control seems uneventful.

**Sinker:** Surprisingly, the Empire is not the problem to expect. The PCs will find that their contact to make the exchange, an alien called *Kralik*, is not there, nor is his place of business. As the PCs investigate, their Rebel contacts reveal that Kralik *is* wanted by the Empire — but not by the usual political branch opposing Rebel activity. The Empire's research branch wants Kralik, for reason which are "classified". The PCs will be even more astonished when the Rebels later withdraw their aid in finding Kralik, and their Rebel superiors had ordered this for reasons that are even *more* classified!

With the help of Kralik's friends and associates, the PCs will gather clues and eventually stumble upon a secret society working for a new alien race, called *The Intersitials*. These are so-named because they live on huge colony ships reminiscent of the TV show *Battlestar Galactica*, which are drifting between the stars at sublight speeds.

The Intersitials shun any contact with planets, but maintain a small trade in vital ores in exchange for various exotic products of their culture, such as the "Greer's Sphere".

They do this through small faster-than-light ships who contact various blinds and fronts, including Kralik who was ordered to steal a crate from the Empire's Research facility which contained the frozen remains of an Interstitial pilot who crashed. Kralik stole the crate and hid it, but was scanned doing so and is now in hiding.

This HLS was designed to yank the players from a routine game of trade and peaceful money-making. The Intersitials have momentous political and military implications, especially since they are slowly drifting from Alliance into Imperial space. Both sides have a crash program of covert intelligence-gathering, and the PCs are caught in the middle.

Their wisest course would be to walk away, but curiosity and stubbornness about he deal may cause them to be recruited into the Intersitials' trade network despite themselves.

Pierre Savoie

## Superhero Scenarios

### Money, Money, Phoney Money

**Hook:** This HLS is for a Superhero campaign. The party stumbles on a huge amount of money after killing or a very evil villain.

**Line:** An NPC party member who regularly gives money to the poor argues that the money should go to charity or a local temple. "Good should be done with this evil-doer's wealth!", he explains.

If the party is already well off, this proposal may not be hard to sell. The party ends up getting lots of free drinks in the local tavern for being such generous sports.

**Sinker:** The charity earns the players lots of gratitude at first and then gets them into deep trouble. The money, it turns out is counterfeit!

Creditors raise hell with the charity, the charity screams bloody murder to the party and even the law is sniffing around on this chaotic scene.

The party can't prove the money wasn't created by them because the wrongdoer is dead. This situation could cause the party to lose credibility. People badmouth them on the streets and throw things at them.

It will take some hard work to prove their innocence and regain their reputation.

Thornton Kimes

## Cyberpunk Scenarios

### Problem Politics

**Hook:** The party has been on downtime for several weeks and are anxious for some action and currency.

**Line:** Contacted by a clean cut corporate suit, the party is offered a lucrative contract to track a courier. The suit informs the party that the courier is coming to their city in just a few days for a drop. The suit will provide the party with a photograph of the courier and information on exactly where and when the courier will arrive.

All the party has to do is follow the courier to his drop point and immediately report the location to the suit. The suit will not answer any questions about the courier and tells the party not to get too curious about their target.

**Sinker:** This contract may seem relatively simple to the party, and it would be if not for one large complication. The weather forecast for the next ten days in the city is heavy rain.

Normally this would be no more than an inconvenience, except that a terrorist group chooses this week to hijack the city's main computer system. (GM can choose any terrorist group and reason for the outbreak appropriate to the campaign.)

The terrorists use the city's computer system to block off all of the city's sewer drain routes, cause rolling blackouts,

scramble traffic directors and unleash any other nasties the GM can devise. The party's simple tracking contract will become a real challenge thanks to the terrorists' activities. Fast city transportation will change from cars and cycles to swamp skimmer boats.

The party will have to find ways to work without electricity, and rely on their own resources as it becomes nearly impossible to reach any of their city contacts.

J. Scott Garibay

### Price of Success

**Hook:** The party has worked hard over the past few days and are about to finish an important contract which will net them cash and a modicum of respect from their street peers

**Line:** As is wont to happen in cyberpunk games, the final scene of the scenario erupts into a heated fire-fight.

**Sinker:** This sinker works best if the GM can arrange for the final scene to occur in a public place. After a bit of lead and fire has been passed between the party and their opponents, an innocent bystander is accidentally caught in the cross-fire

The bystander is an older woman, she has taken a critical hit and seconds will be the difference between life and death for her. The party will not be able to tell if the woman was hit by one of their opponents' bullets or one of their own.

Unless the party can come up with an extremely ingenious plan their decision will be one of the following. The party can choose to save the woman and fail to complete their contract as they give their opponents time to slip away, or the party can complete their contract in which case the delay in help will surely kill the woman. The GM has several options depending on the party's decision.

If the party opts to take care of business and let the woman die you can allow them to finish their contract, collect their booty and face the wrath of the woman's family.

If the party chooses to help the woman, you can allow them to fail in the completion of their contract, but benefit heavily in experience bonuses and by gaining a grateful NPC contact.

J. Scott Garibay ❑

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# MAGIC: THE FIX

## A Compilation of Articles and Collector's Checklists for Magic: The Gathering™ Addicts

Since we ran the article and checklist in SHADIS #10 on **Magic: The Gathering™**, we've been flooded with requests run more Magic material.

We decided to yield to pressure and run a compilation of several articles we've received on variant MTG rules as well as a compiled collector's checklist for *The Basic sets ( Alpha, Beta and Unlimited), Arabian Nights and Antiquities*

These lists were compiled by cross-referencing lists from several people to ensure that they are as accurate as possible. Name credit has been given where due.

Editor

## Magic: The Blitzkrieg

by Ken Carpenter

The two figures lurked in a dark room at the end of the corridor, waiting for the hallway outside to empty. Around them were numerous tables covered will all manner of laboratory paraphernalia, bunsen burners and note pads with unintelligible scribbling.

Every few seconds the tall one would approach the door carefully and peer out its small window at the passing forms.

Over the period of a few minutes, the bustle of the hallway gave way to still silence. It was time.

The two slipped quietly into the hallway, looking both ways and praying that they wouldn't be discovered. Looking down the corridor, they could see the double doors with a sign above them which read simply *Exit*. Such a small word compared to what those doors meant for these two. Getting there was the problem.

Along both sides of the corridor were other doors, most having small windows like the one they had been using. One of

the doors was open and natural light spilled out, overpowering the fluorescent lighting of the hallway. Inwardly, the two conspirators groaned

Still, they stuck with the plan - escape was all that was important now. Stealthily they crept down the hall, ducking their heads to avoid the small windows. At the open door one of them carefully peeked around the edge of the door frame. Inside, he saw a lone figure sitting at a desk, back to the door, shuffling papers. He breathed a silent sigh of relief

He motioned to his companion and they tiptoed passed the door, making a beeline for the double doors. Outside, the dazzling light of midday nearly blinded the two escapees. They had been trapped in that fluorescent lighting so long...

Before them lay a lush, green carpet of lawn dotted with trees and shrubs. The building behind them was lined with hedges. Birds chirped and insects buzzed by. They noticed none of it. They were focused on one thing and one thing alone.

Making their way across the lawn, from tree to tree and bush to bush, still avoiding discovery, they approached their goal. It was an average looking, block wall building with a high, flatroof. A few frosted windows formed rows along its sides.

They slid into the shadows of the overhanging roof, clinging to the rough wall of the building. Without a sound the two figures made their way along the outside of the building to a ladder which led up to the roof. The shorter of them moved to the base of the utility ladder, looking around for any sign of pursuit, then scurried up the ladder fast enough to make a spider envious.

Now on the roof, he stopped and lay down, looking around the compound below Still seeing no sign that they had been spotted, he motioned to his friend who climbed quickly up to join him. They moved toward the center of the roof, crouched as low as they could to avoid notice from surrounding buildings.

Upon reaching the middle, they plopped down and began to dig into their pockets, each removing a small, precious bundle. They lay the bundles in front of them and began to sort and shuffle.

The taller began to speak, "I got a couple new booster packs yesterday, so you may be in for a surprise."

"Where'd you find boosters? I could only get my hands on a starter pack - but it had some good cards in it. I'll see your surprise and raise you two."

Another afternoon at Branham High School, on the roof of the P.E. building. They began to play Magic.

By now you've at least heard of Magic, even if you're not one of the fanatics that traded in their car, house and family for a case of the booster packs. If you haven't heard of Magic... Welcome to our planet - we call it Earth.

I arrived at OrcCon, the local gaming convention held over President's Day weekend, at about 6:30am Saturday morning. Since there isn't anything else going on at that hour I went to the open gaming room. There were probably forty to fifty tables in there, of all shapes and sizes - nearly all of them were filled with Magic: The Gathering.

As I walked around, watching various games progress for a few minutes before moving on, the conversations were all beginning to sound alike - "O.K., but this is the last game, I've got to get to bed." These people had 'Magiced' all night and were about to miss a whole days worth of fun-filled convention so they could do it again tomorrow night!

I found a group which included a few of my friends and started hearing the reports - won a Dingus Egg, lost a Lord of the Pit; won a plains, lost a Mana Vault (ouch); won a Zombie Master, won a Black Ward (hmmm). You get the idea.

When I tried to change the topic it went something like this:

Me: "So how's the wife and kids?"

Them: "Hmmm? Sinkhole you're Volcanic Island."

Me: "You know, Cynthia and the twins?"

Them: "Ha! That'll deal with your Craw Worm! Oh, them. I think they're O K. I just saw them... what's today? Interrupt! I have a..."

You get the picture. Just so you know that I haven't reached that level of fanaticism! My wife... wazzername, and the kids, all three - NO, four... ya, four, are doing just fine! (O.K. My Tranquility gets rid of all your Psychic Venoms and the Circle of Protection: Green). Where was I?

Alright, I'm hooked! That's why I'm writing this article - to share a strange, dangerous version of the game with you. Come a little closer, he said conspiratorially. Now remember, this is a Shadis reader special, so you can't tell another living soul... unless they offer a really good trade for a (slap! Now you Stop that!).

It's called **Magic: The Blitzkrieg**, and it's a very fast paced game that can go through a lot of cards in short period of time. First, let's go over some of the rules of play.

I've seen a lot of 'Official' tournament rules floating around, and I've heard a lot of house rules. While I believe that such rules are important, I haven't heard a set that I totally agreed with, not yet anyway. Based on that knowledge, I expect that you're not likely to agree with all the rules I suggest for this game. However, believe me when I say that most *are* necessary or the game becomes unplayable. It's bloody enough this way...

## Deck Construction:

1. The deck must contain at least 80 cards total. Because the cards move through your hand so quickly, you may want more, just in case the game lasts longer than 8 to 10 turns.

2. There can be no more than five (5) of any given card in the deck, except the five basic lands. This keeps anyone from totally stacking their deck and adds variety to play.

3. There can be no more than 5 artifacts in any deck. Because of the nature of the game, a preponderance of artifacts could seriously alter the balance and create a rift in the time/space continuum.

4. The following cards are restricted to one card per deck: Black Vise, Brain Geyser, Copy Artifact and Time Vault. They will cause problems in Blitzkrieg. I don't have a complete set, or the antiquities which are brand new as I write this, so you'll undoubtedly want to add more to this list as you discover problems.

5. Under no circumstances should you play this game if you like Gangsta Rap, Charles Manson, or are a card carrying member of the NRA who works for the post office. It's a fast, furious game with so many twists that you might not be able to handle the G-forces, and I'd hate for you to 'go off' in a public place. (This really isn't a 'Deck Construction' thing, but the surgeon general demanded some sort of warning.)

Much of Blitzkrieg is the same as the original game, but some important elements have been changed to create a deadly environment for all players.

## Game Turn

The game set-up is the same, however, the steps within the game turn are a little different. The differences are as follows:

**Draw.** Draw your hand up to a total of seven (7) cards from your library. This means that you won't draw during the first turn because you already have seven. If you have a card that raises the quantity limit on your hand, you may always draw one additional card (unless the card says otherwise).

**Main.** You may put up to two of any land from your hand into play. You may tap this land in the same turn you play it.

**Discard.** If you have cards remaining in your hand, you *must* discard at least one card, though you may discard as many as four.

To help even things out at the start of play, and to protect the value of certain cards, there are a few additional 'special rules' for this version of the game.

## Special Rules

1. Each player gets two lands put into play *before* the starting cards are dealt. These should be picked from the bottom of the deck, after shuffling (that way, when you see all the good cards at the bottom, you'll get depressed about what you're likely to get in the deal). This way, the second player (or any additional players) has the ability to defend him/herself during the opponent's first turn with instants and interrupts.

2. Optionally, each player can start with 40 life instead of 20. That way a player can struggle back from a bad starting hand. It depends on how fast you want the game to play itself out.

3. Certain cards will have an affect at different times, due to the way a player's turn progresses. For example, Black Vise takes affect immediately after the main part of the turn but before discard, since the target of a Black Vise would be careful to never have more than 4 cards at the upkeep phase. Other cards that have phase controlled affects like this may need similar changes to be made. Players should discuss this before game play if they have a card whose effect would be questionable.

Obviously, the tactics of play will change drastically. Some standard deck types become obsolete, e g. the land destruction deck, among others. Volume beastie decks and interrupt decks will become stronger, as will countless others

The greatest difficulty lies in the deck construction, as usual. I started experimenting with Blitz because I play Magic mostly at work with a friend. Since we don't have a lot of time during breaks and lunch we often had to pack up a game before it was finished, just assuming that whoever was ahead at the time would have won.

Now we all know that the leader isn't always the winner so ending that way always bothered me. On those occasions that we did manage to finish a game it was often a come from behind win.

In the original game, the offense develops slowly and meticulously. Consequently, pumping the deck with a number of the same card seems necessary, if you ever want to see it during a game.

With Blitz, the deck's offensive and/or defensive strategy makes a fast appear-

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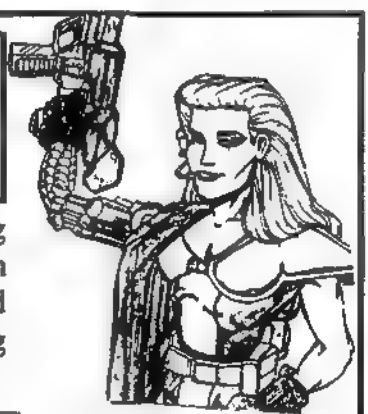

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ance and develops much more quickly, so the game can be played in less time. However, the strategy changes quite a bit as well, requiring some additional planning and more diversification (which is better for the game anyway).

The additional lives became an option for those times when we had more time and wanted to really develop a strong game, rather than have games end with a lucky blow, like getting Mana Flare and Fireball at the same time when the game is heavy into lands.

Well, enough for the explanation. I just wanted to let you see how this variant works and where it came from. I don't expect that it will replace the original in any way, shape or form. But if someone plays it and has fun, then I've accomplished something and this article will have been well worth the effort.

## The (Dis)Advantages of Black Magic

by William D. Tilman

Building a deck for Magic: The Gathering is the most critical step in understanding and applying Magic strategy. From personal experience, I can tell you that I have won over 75% of my matches not from flashy displays of strategy but from the solid construction of a deck that gives me offensive and defensive options.

Black magic could very well be the most destructive color in Magic, but many players don't take into account the vulnerability that black magic has to other colors. Too many players only consider the power and the destruction that black offers, not realizing their need for defense against attack. With single color decks becoming a very popular option for Magic players, this course of action can be catastrophic for the player who tries to use black magic as a source of power.

For example, black magic cannot affect enchantments, and is vulnerable to artifacts (save the Warp Artifact card), although the new Antiquities subset does add a few artifact affecting cards. Therefore, spells such as Karma and Kormus Bell (when used correctly) have the ability to cripple the power of the black decks It becomes necessary to establish a particular course of action when building a black deck.

Black decks, while they are powerful and lethal to both opponents and enemy creatures, don't work well in games of attrition and prolonged strategy. Therefore, any black deck should be constructed with 'quick-strike' capability, since it won't normally be able to hold out against the other colors. Listed below are three excellent ideas for single-color black decks using cards from the Magic:Unlimited set as well as the Arabian Nights subset that I have constructed and used, taking into account the standard tournament limits·

### 'God Save Us All'

5 Drudge Skeletons
5 Will O' The Wisps
5 Plague Rats
5 Pestilence
5 Unholy Strength
5 Drain Life
3 Cursed Land
2 Bog Wraith
5 Sengir Vampire
3 Bad Moon
25 Mana

At the base of this deck is the Pestilence and the Drudge Skeleton/Will O' The Wisp combination. I built this deck after I realized that my original deck (constructed without the Pestilence cards but with Warp Artifacts) was too vulnerable to attack by my opponent's flying creatures. The Sengir Vampires are in this deck strictly to draw the fire from the true threat...with a single color deck, I have the ability to destroy nearly every creature the opponent has within 6-8 rounds.

### 'Be Quick or Be Dead'

5 Stone Throwing Devils
3 Sorceress Queens
3 Will O' The Wisps
3 Drudge Skeletons
5 Weakness
3 Terrors
2 Bad Moon
3 Hypnotic Specters
5 Black Knights
5 Nettling Imps
5 Unholy Strength
18 Mana

In this deck, I utilize cards from the Arabian Nights sub-set to design a deck built around the theory of quick strike. As you can see, over 50% of the spells I use with this deck can be cast with 2 mana or less, and the highest costing spell (the Hypnotic Spectres) only cost 3 mana. The main threat is the first strike ability of the Stone Throwing Devils and the Black Knights, coupled with the Nettling Imp's ability of forcing attacks from your opponent's creatures. Terror,Weakness, and the Sorceress Queens are there to rob your opponents of their creature's strength, and the Spectres should rob your opponent's spell casting ability. With these combinations, the game can be over in roughly 8-10 turns.

### 'Not A Chance'

3 Demonic Hordes
5 Sinkholes
4 Bog Wraiths
5 Cursed Land
2 Guardian Beast
1 Cyclopean Tomb
1 Kormus Bell
1 Throne of Bone
1 Icy Manipulator
4 Drudge Skeletons
5 Bad Moon
4 Mind Twist
4 Dark Ritual
20 Mana

One of the most overlooked strengths in black magic is the ability to rob the opponent of mana by destroying the land that opponent has. For this reason, I utilize the Demonic Hordes, Sinkholes, and the Cyclopean Tomb to either destroy or alter the opponent's land. Of course, swamps allow the Bog Wraiths to swampwalk against the opponent. The Kormus Bell, while appearing on the surface to be an artifact that damages black cards, actually allows me to by-pass my opponent's Circles of Protection: Black! And the Guardian Beasts protect these artifacts against harm, while providing another offensive threat. I also use the Dark Rituals to cast a Mind Twist on the first turn of the game. With the right combination, you can force the opponent to discard his entire hand before he even takes a turn! For that reason, I've named this deck Not A Chance.

As you can see, I don't really care too much about my defense with these decks...black magic doesn't have the ability to defend well, so instead I've concentrated on my offense and the 'quick-strike' method that I mentioned earlier to give myself an advantage over my opponent.

As you can see, if you plan on constructing a single-color black deck, it's best to avoid trying to mix too many cards in the library. Use the quick-strike method and it will serve you well....if not, you may fall victim to a lot of defeats.

❑

# MAGIC: THE GATHERING™
## Combined Collector's Checklist

### Magic: The History

Currently there are 5 editions of **Magic: The Gathering™**. The Alpha edition of 302 cards was the first release and is no longer available. These cards are the most valuable to collectors. They can be distinguished from other editions by their very rounded corners and black borders.

After the unprecedented success of **Magic: The Gathering**, a second edition, (Beta) of the original 302 cards were released. The Beta series has regular corners and black borders.

The third edition of the basic 302 cards were released under the *Unlimited Edition* title. They have white borders.

*Arabian Knights* was the first expansion set to be released providing 78 additional cards.

*Antiquities* was the second expansion set adding 100 cards. They also have black borders.

Both *Arabian Knights & Antiquities* were released on a slightly more complicated version of uncommon and common. For trade purposes each category is moved up so commons become the uncommons and uncommons become the rares. This adjustment is slightly premature for the *Antiquities* because there are a few boxes floating around still unopened. However the adjustment is very accurate for the *Arabians*.

When trading remember that there are about 15 common and 4 uncommon cards for each rare card. Remember also that some rare cards trade for 2 or 3 other rare cards. The more valuable cards have a * symbol next to them.

### Alpha, Beta & Unlimited Editions

**Lands:**

- ❑ Badlands - B/R ..... R*
- ❑ Bayou - B/G ..... R*
- ❑ Bayou - Green ..... R*
- ❑ Forest Type 1 ..... C
- ❑ Forest Type 2 ..... C
- ❑ Forest Type 3 ..... C
- ❑ Island Type 1 ..... C
- ❑ Island Type 2 ..... C
- ❑ Island Type 3 ..... C
- ❑ Mountains Type 1 ..... C
- ❑ Mountains Type 2 ..... C
- ❑ Mountains Type 3 ..... C
- ❑ Plains Type 1 ..... C
- ❑ Plains Type 2 ..... C
- ❑ Plains Type 3 ..... C
- ❑ Plateau - W/R ..... R*
- ❑ Savannah - W/G ..... R*
- ❑ Scrubland - W/B ..... R*
- ❑ Swamps Type 1 ..... C
- ❑ Swamps Type 2 ..... C
- ❑ Swamps Type 3 ..... C
- ❑ Taiga- G/R ..... R*
- ❑ Tropical Island G/Bu ..... R*
- ❑ Tundra W/Bu ..... R*
- ❑ Underground Sea Ba/Bu ..... R*
- ❑ Volcanic Island R/Bu ..... R*

**Artifacts:**

- ❑ Ankh of Mishra ..... R
- ❑ Basalt Monolith ..... U
- ❑ Black Lotus ..... R*
- ❑ Black Vise ..... U
- ❑ Celestial Prism ..... U
- ❑ Chaos orb ..... R
- ❑ Clockwork Beast ..... R
- ❑ Conservator ..... U
- ❑ Copper Tablet ..... U
- ❑ Crystal Rod ..... U
- ❑ Cyclopean Tomb ..... R
- ❑ Dingus Egg ..... R
- ❑ Disrupting Septor ..... R
- ❑ ForceField ..... R
- ❑ Glasses of Urza ..... U
- ❑ Gauntlet of Might ..... R
- ❑ Helm of Chadzuk ..... R
- ❑ Howling Mine ..... R
- ❑ Icy Manipulator ..... U
- ❑ Illusionary Mask ..... R
- ❑ Iron Star ..... U
- ❑ Ivory Cup ..... U
- ❑ Jade Monolith ..... R
- ❑ Jade Statue ..... U
- ❑ Jayemdae Tome ..... R
- ❑ Juggernaut ..... U
- ❑ Kormus bell ..... R
- ❑ Library of Leng ..... U
- ❑ Living wall ..... U
- ❑ Mana vault ..... R
- ❑ Meekstone ..... R
- ❑ Mox Emerald ..... R*
- ❑ Mox Jet ..... R*
- ❑ Mox Ruby ..... R*
- ❑ Mox Pearl ..... R*
- ❑ Mox Sapphire ..... R*
- ❑ Nevinyrral's disk ..... R*
- ❑ Obsinaus Gollem ..... U
- ❑ Rod of Ruin ..... U
- ❑ Sol Ring ..... U
- ❑ Soul Net ..... U
- ❑ Sunglasses of Urza ..... R
- ❑ The Hive ..... R
- ❑ Throne of Bone ..... U
- ❑ Time Vault ..... R
- ❑ Winter Orb ..... R
- ❑ Wooden Sphere ..... U

**Black:**

- ❑ Animate Dead ..... U
- ❑ Bad Moon ..... R
- ❑ Black Knight ..... U
- ❑ Bog Wraith ..... U
- ❑ Contract from Below ..... R
- ❑ Cursed Land ..... U
- ❑ Dark Ritual ..... C
- ❑ Darkpact ..... R
- ❑ Deathgrip ..... U
- ❑ Deathlace ..... R
- ❑ Demonic Attorney ..... R
- ❑ Demonic Hordes ..... R
- ❑ Demonic Tutor ..... U
- ❑ Drain Life ..... C
- ❑ Drudge Skeletons ..... C
- ❑ Evil Presence ..... U
- ❑ Fear ..... C
- ❑ Frozen Shade ..... C
- ❑ Gloom ..... U
- ❑ Howl from Beyond ..... C
- ❑ Hypnotic Specter ..... U
- ❑ Lich ..... R
- ❑ Lord of the Pit ..... R*
- ❑ Mind Twist ..... R
- ❑ Nether Shadow ..... R
- ❑ Nettling Imp ..... U
- ❑ Nightmare ..... R*
- ❑ Paralyze ..... C
- ❑ Pestilence ..... C
- ❑ Plague Rats ..... C
- ❑ Raise Dead ..... C
- ❑ Royal Assassin ..... R*
- ❑ Sacrifice ..... U
- ❑ Scathe Zombies ..... C
- ❑ Scavenging Ghoul ..... U
- ❑ Sengir Vampire ..... U
- ❑ Simulacrum ..... U
- ❑ Sinkhole ..... C
- ❑ Terror ..... C
- ❑ Unholy Strength ..... C
- ❑ Wall of Bone ..... U
- ❑ Warp Artifact ..... R
- ❑ Weakness ..... C
- ❑ Will-o-the-Wisp ..... R
- ❑ Word of Command ..... R
- ❑ Zombie Master ..... R

**Blue:**

- ❑ Air Elemental ..... U
- ❑ Ancestral Recall ..... R
- ❑ Animate Artifact ..... U
- ❑ Blue Elemental Blast ..... C
- ❑ Brain Geyser ..... R
- ❑ Clone ..... U
- ❑ Control Magic ..... U
- ❑ Copy Artifact ..... R
- ❑ Counterspell ..... U
- ❑ Creature Bond ..... C
- ❑ Drain Power ..... R
- ❑ Feedback ..... U
- ❑ Flight ..... C
- ❑ Invisibility ..... C
- ❑ Jump ..... C
- ❑ Lifetap ..... U
- ❑ Lord of Atlantis ..... R
- ❑ Magical Hack ..... R
- ❑ Mahamoti Djin ..... R
- ❑ Mana Short ..... R
- ❑ Merfolk of the Pearl Trident ..... C
- ❑ Phantasmal Forces ..... U
- ❑ Phantasmal Terrain ..... C
- ❑ Phantom Monster ..... U
- ❑ Pirate Ship ..... R
- ❑ Power Leak ..... U
- ❑ Power Sink ..... C
- ❑ Prodigal Sorcerer ..... C
- ❑ Psionic Blast ..... U
- ❑ Psychic Venom ..... C
- ❑ Sea Serpent ..... C
- ❑ Siren's Call ..... U
- ❑ Sleight of Mind ..... R
- ❑ Spell Blast ..... C
- ❑ Stasis ..... R
- ❑ Steal Artifact ..... U
- ❑ Thoughtlace ..... R
- ❑ Time Walk ..... R
- ❑ Timetwister ..... R
- ❑ Twiddle ..... C
- ❑ Unsummon ..... C
- ❑ Vesuvian Doppleganger ..... R
- ❑ Volcanic Eruption ..... R
- ❑ Wall of Air ..... U
- ❑ Wall of Water ..... U
- ❑ Water Elemental ..... U

**Green:**

- ❑ Aspect of Wolf ..... R
- ❑ Berserk ..... U
- ❑ Birds of Paradise ..... R
- ❑ Camouflage ..... U
- ❑ Channel ..... U
- ❑ Cockatrice ..... R
- ❑ Craw Worm ..... C
- ❑ Elvish Archers ..... R
- ❑ Fastbond ..... R
- ❑ Fog ..... C
- ❑ Force of Nature ..... R*
- ❑ Fungusaur ..... R
- ❑ Gaea's Liege ..... R*
- ❑ Giant Growth ..... C
- ❑ Giant Spider ..... C
- ❑ Grizzly Bear ..... C
- ❑ Hurricane ..... U
- ❑ Ice Storm ..... U
- ❑ Instill Energy ..... U
- ❑ Ironroot Treefolk ..... C
- ❑ Kudzu ..... R
- ❑ Ley Druid ..... U
- ❑ Lifeforce ..... U
- ❑ Lifelace ..... R
- ❑ Living Artifact ..... R
- ❑ Living Lands ..... R
- ❑ Llanowar Elves ..... C
- ❑ Lure ..... U
- ❑ Natural Selection ..... R
- ❑ Regeneration ..... C
- ❑ Regrowth ..... U
- ❑ Scryb Sprites ..... C
- ❑ Shanodin Dryads ..... C
- ❑ Stream of Life ..... C
- ❑ Thicket Basilisk ..... U
- ❑ Timber Wolves ..... R
- ❑ Tranquility ..... U
- ❑ Tsunami ..... U
- ❑ Verduran Enchantress ..... R
- ❑ Wall of Brambles ..... U
- ❑ Wall of Ice ..... U
- ❑ Wall of Wood ..... C
- ❑ Wanderlust ..... U
- ❑ War Mammoth ..... C
- ❑ Web ..... R
- ❑ Wild Growth ..... C

**Red:**

- ❑ Burrowing ..... U
- ❑ Chaoslace ..... R
- ❑ Disintegrate ..... C
- ❑ Dragon Whelp ..... U
- ❑ Dwarven Demolition Team ..... U
- ❑ Dwarven Warriors ..... C
- ❑ Earth Elemental ..... U
- ❑ Earthbind ..... C
- ❑ Earthquake ..... R
- ❑ False Orders ..... C
- ❑ Fire Elemental ..... U

- ❑ Fireball ... C
- ❑ Firebreathing C
- ❑ Flashfires U
- ❑ Fork R*
- ❑ Goblin Balloon Brigade U
- ❑ Goblin King R
- ❑ Granite Gargoyle R
- ❑ Grey Ogre C
- ❑ Hill Giant C
- ❑ Hurloon Minotaur C
- ❑ Ironclaw Orcs C
- ❑ Keldon Warlord U
- ❑ Lightning Bolt C
- ❑ Mana Flare R
- ❑ Mana Barbs R
- ❑ Mons Goblin Raiders C
- ❑ Orcish Artillery U
- ❑ Orcish Oriflamme U
- ❑ Power Surge R
- ❑ Raging River R
- ❑ Red Elemental Blast C
- ❑ Roc of Kher Ridges R
- ❑ Rock Hydra R
- ❑ Sedge Troll R
- ❑ Shatter C
- ❑ Shivan Dragon R**
- ❑ Smoke R
- ❑ Stone Throwing Giant U
- ❑ Stone Rain C
- ❑ Tunnel U
- ❑ Two Headed Giant of Foriys R
- ❑ Urthden Troll U
- ❑ Wall of Fire U
- ❑ Wall of Stone U
- ❑ Wheel of Fortune R

**White:**

- ❑ Animate Wall R
- ❑ Armageddon R
- ❑ Balance R
- ❑ Benalish Hero C
- ❑ Black Ward U
- ❑ Blaze of glory R
- ❑ Blessing R
- ❑ Blue ward U
- ❑ Castle U
- ❑ Circle of Protection Black C
- ❑ Circle of Protection: Blue C
- ❑ Circle of Protection: Green C
- ❑ Circle of Protection: Red C
- ❑ Circle of Protection: White C
- ❑ Consecrate Land U
- ❑ Conversion U
- ❑ Crusade R
- ❑ Death Ward C
- ❑ Disenchant C
- ❑ Farmstead R
- ❑ Green Ward U
- ❑ Guardian Angel C
- ❑ Healing salve C
- ❑ Holy armor C
- ❑ Holy Strength C
- ❑ Island Sanctuary R
- ❑ Karma U
- ❑ Lance U
- ❑ Mesa Pegasus C
- ❑ Northern Paladin R
- ❑ Pearled Unicorn C
- ❑ Personal Incarnation R
- ❑ Purelace R
- ❑ Red Ward U
- ❑ Resurrection U
- ❑ Reverse Damage R
- ❑ Righteousness R
- ❑ Samite Healer C
- ❑ Savannah Lions R
- ❑ Serra Ange U*
- ❑ Swords to Plowshares U
- ❑ Veteran Bodyguard R
- ❑ Wall of Swords U
- ❑ White Knight U
- ❑ White Ward U
- ❑ Wrath of God R

## Arabian Nights

**Lands:**

- ❑ Bazaar of Bagdad R
- ❑ City of Brass R
- ❑ Diamond Valley R*
- ❑ Desert U
- ❑ Elephant Graveyard R
- ❑ Island of Wak Wak R
- ❑ Library of Alexandria R
- ❑ Mountains - Arabian Set. R
- ❑ Oasis R

**Artifacts:**

- ❑ Aladdins Lamp R
- ❑ Aladdins Ring R
- ❑ Bottle of Suleiman R
- ❑ Brass Man R
- ❑ City in a Bottle R
- ❑ Dancing Simitar R
- ❑ Ebony Horse R
- ❑ Flying Carpet R
- ❑ Jandors Ring R
- ❑ Jandors Saddlebags R
- ❑ Jeweled Bird R
- ❑ Pyramids R
- ❑ Ring of Maruf R
- ❑ Sandals of Abdalla R

**Black:**

- ❑ Cuombojl Witches U
- ❑ El-hajaj R
- ❑ Erg Raiders U
- ❑ Guardian Beast R*
- ❑ Hasram Ogress U
- ❑ Janun Efreet R
- ❑ Juzam Djin R
- ❑ Kabal Ghoul R
- ❑ Oubliette U
- ❑ Sorceress Queen R
- ❑ Stone Throwing Devils U

**Blue:**

- ❑ Dandan U
- ❑ Fishliver Oil U
- ❑ Flying Men U
- ❑ Giant Tortoise U
- ❑ Island Fish Jasconius R
- ❑ Merchant Ship R
- ❑ Old Man of the Sea R
- ❑ Seredib Djin R
- ❑ Serendib Efreet R
- ❑ Sinbad R
- ❑ Unstable Mutation U

**Green:**

- ❑ Cyclone R
- ❑ Desert Twister R
- ❑ Drop of Honey R
- ❑ Erhnam Djin R
- ❑ Ghazban Ogre U
- ❑ Ifh- Biff Efreet R
- ❑ Metamorphosis U
- ❑ Naf's Asp U
- ❑ Sandstorm U
- ❑ Singing Tree R
- ❑ Wyluli Wolfe U

**Red:**

- ❑ Alladin R
- ❑ Ali Baba R
- ❑ Ali from Cairo R
- ❑ Bird Maiden U
- ❑ Desert Nomads U
- ❑ Hurr Jackal U
- ❑ Kird Ape U
- ❑ Magnetic Mountain R
- ❑ Migae Djin R
- ❑ Rukh Egg U
- ❑ Ydwen Efreet R

**White:**

- ❑ Abu Jafar R
- ❑ Army of Allah U
- ❑ Camel U
- ❑ Eye for an Eye R
- ❑ Jihad R
- ❑ King Suleiman R
- ❑ Moorish Cavalry U
- ❑ Piety U
- ❑ Repentant Blacksmith U
- ❑ Shaharazad R
- ❑ War Elephant U

## Antiquities

**Land:**

- ❑ Mishra's Factory: Dark green R
- ❑ Mishra's Factory: Red R
- ❑ Mishra's Factory: White R
- ❑ Mishra's Factory: Light green U
- ❑ Mishra's Workshop R
- ❑ Strip Mine: Narrow Steps & Tower R
- ❑ Strip Mine: Narrow Steps & Sky R
- ❑ Strip Mine. Wide Steps & Sky U
- ❑ Strip Mine Wide Steps - No Sky R

Urza's Lands

- ❑ Mine. Face U*
- ❑ Mine Pulley U*
- ❑ Mine Shuttle U
- ❑ Mine Tower U
- ❑ Powerplant Columns U
- ❑ Powerplant Vat U*
- ❑ Powerplant Sphere U
- ❑ Powerplant Lightning Bug U
- ❑ Tower Plains U+
- ❑ Tower Sea U
- ❑ Tower: Winter U
- ❑ Tower Fall U

**Artifacts:**

- ❑ Amulet of Broog U
- ❑ Armageddon Clock R
- ❑ Ashnod's Altar R
- ❑ Ashnod's Battle Gear R
- ❑ Ashnod's Trasmogrant R
- ❑ Battering Ram U
- ❑ Bronze Tablet R
- ❑ Candelabra of Tawnos R*
- ❑ Clay Statue R
- ❑ Clockwork Avian R
- ❑ Colossus of Sardia R*
- ❑ Coral Helm R
- ❑ Cursed Rack U
- ❑ Dragon Engine U
- ❑ Feldon's Cane U
- ❑ Golgothian Sylex R
- ❑ Grapeshot Catapult U
- ❑ Ivory Tower R
- ❑ Jalum Tome R
- ❑ Mightstone R
- ❑ Millstone R
- ❑ Mishra's War Machine R
- ❑ Obelisk of Undoing R
- ❑ Onulet R
- ❑ Ornithopter U
- ❑ Primal Clay R
- ❑ Rakalite R
- ❑ Rocket Launcher R
- ❑ Shapeshifter R*
- ❑ Su-Chi R
- ❑ Staff of Zegron U
- ❑ Tablet of Epityr U
- ❑ Tawnos's Coffin R
- ❑ Tawnos's Wand R
- ❑ Tawnos's Weaponry R
- ❑ Tetravus R
- ❑ The Rack U
- ❑ Triskelion R
- ❑ Urza's Chalice R
- ❑ Urza's Miter R
- ❑ Wall of Spears R
- ❑ Weakstone R
- ❑ Yotian Soldier U

**Black:**

- ❑ Artifact Possession U
- ❑ Gates to Phyrexia R
- ❑ Haunting Wind R
- ❑ Phyrexian Gremlins U
- ❑ Priests of Yawgmoth U
- ❑ Xenic Poltergeist R
- ❑ Yawgmoth Demon R

**Blue:**

- ❑ Drafna's Restoration U
- ❑ Energy Flux R
- ❑ Hurkyl's Recall R
- ❑ Power Artifact R
- ❑ Reconstruction U
- ❑ Sage of Lat-nam U
- ❑ Transmute Artifact R

**Green:**

- ❑ Argothian Pixies U
- ❑ Argothian Treefolk U
- ❑ Citanul Druid R
- ❑ Crumble U
- ❑ Gaea's Avenger R
- ❑ Powerleech R
- ❑ Titania's Song R

**Red:**

- ❑ Artifact Blast U
- ❑ Atog U
- ❑ Detonate R
- ❑ Dwarven Weaponsmith R
- ❑ Goblin Artisans R
- ❑ ShatterStorm R
- ❑ Orchish Mechanics U

**White:**

- ❑ Argivian Archeologist R
- ❑ Argivian Blacksmith U
- ❑ Artifact Ward U
- ❑ Circle of Protection Artifacts R
- ❑ Damping Field R
- ❑ Martyrs of Korlis R
- ❑ Reverse Polarity U

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17880 Graystone Blvd #203
Chino, Hills California, 91709
(909) 371-7336

This list was compiled with the help of the following people Dan Brewton, Tony Erdelji (Quest Games), David's Comics, and J.D Herskowitz

# BAD COMPANY

## A System for Quickly Creating Cronies

By Jolly R. Blackburn © 1994

### Introduction

In the typical role-playing game, player characters begin their illustrious lives of adventure between the age of 18 and 25.

That's over nine-thousand days of experience boiled down to something like eight attributes (such as Strength, Intelligence etc.) and perhaps a handful of skills. Not a lot to work with when you think about it.

Gamemasters normally allow players to 'make-up' backgrounds and past experiences to help flesh out their characters. Clever GM's may even guide the player by providing such details as: social class; family business; sworn enemies; etc.

Most players tackle the job with zeal and it is often during this part of the character-creation process that the numbers and stats on the piece of paper are transformed into a unique individual with personality. Wherein lies part of the great appeal of role-playing.

Still, most player-characters begin their careers something like the new kid at school. They arrive with no friends, no sense of direction and a little confused at their surroundings. Wouldn't it be great if PCs could take advantage of all that past knowledge and experience they are supposed to have? Wouldn't it be great if they could call upon their friends and contacts for help?

There are a variety of methods the GM can use to remedy this situation. One method that I've used with great success is the following system of generating friends and cronies for player-characters in Call of Cthulhu™.

This system can also be used directly with GangBusters™. With a few minor adjustments it can be used in modern and near-future settings such as Twilight 2000™ or Shadowrun™

### Crony Table I (1d100)

| | Profession | Dishonesty |
|---|---|---|
| 01-06 | Derelict | 85% |
| 07-10 | Journalist (subtable IV -5 mod) | 55% |
| 11-13 | Entertainer (subtable XIII -5 mod) | 80% |
| 14 | Professional (subtable XII -5 modifier) | 55% |
| 15-18 | Clergy (subtable IX -5 modifier) | 10% |
| 19-22 | Flapper | 70% |
| 23-32 | Common Labor (subtable VIII) | 50% |
| 33 | Private Investigator | 75% |
| 34-36 | Criminal (subtable V -5 modifier) | 99% |
| 37-45 | Skilled Labor (subtable X) | 50% |
| 46-53 | Professional (subtable XII) | 50% |
| 54-57 | Law Enforcement (subtable II -5 mod) | 60% |
| 58-59 | Entertainer (subtable XIII) | 75% |
| 60-63 | Clergy (subtable IX) | 10% |
| 64-65 | Journalist (subtable IV) | 50% |
| 66-67 | Politician (subtable VII -5 modifier) | 75% |
| 68-69 | Legal Worker (subtable VI -5 modifier) | 30% |
| 70-72 | Flapper | 65% |
| 73-77 | Criminal (subtable V) | 99% |
| 78-80 | Private Investigator | 70% |
| 81 | Law Enforcement (subtable II) | 60% |
| 82 | Professional (subtable XII +5 modifier) | 45% |
| 83 84 | Clergy (subtable IX +5 modifier) | 05% |
| 85 | Politician (subtable VII) | 70% |
| 86 | Journalist (subtable IV +5 modifier) | 45% |
| 87 | Legal Worker (subtable VI) | 25% |
| 88-89 | Criminal (subtable V +5 modifier) | 99% |
| 90 | Private Investigator | 65% |
| 91-92 | Flapper | 60% |
| 93- | Businessman (subtable III) | 55% |
| 94 | Medical (subtable XI) | 50% |
| 95-96 | Law Enforcement (subtable II +5 mod) | 60% |
| 97-98 | Legal Worker (subtable VI +5 modifier) | 25% |
| 99 | Entertainer (subtable XIII +5 modifier) | 65% |
| 00 | Politician (subtable VII +5 modifier) | 65% |

**Modifiers to Table I.**
Player Character is a Law Enforcement Officer: +20
Player Character is a Journalist: NA
Player Character is a Professor: +5
Player Character is a Private Investigator: -05
Player Character is a Criminal: -10

## The Loveable Crony

This system was originally inspired from a Call of Cthulhu campaign I was running which centered around a group of players attempting to form a mob with eyes on taking over the rackets in Chicago

When the campaign began, it had been decided that all of the player characters had grown up on the streets of the windy city and that most of them had already served some prison time for various crimes.

A problem quickly reared its ugly head. Early sessions went something like this;

Player 1: Ok, we're gonna go ahead and do the bank job.

GM: I'm going to have to warn you guys. No one in your group has any skill with explosives. How are you going to blow the safe?

Player 2: I guess we'll put the word out on the street that we are looking for a safecracker.

Player 1: Wait a minute! I don't know if I want everyone on the street knowing our business. Someone might inform the police.

Player 2: Gee, I was in prison for four years for armed robbery - maybe I met someone in the joint who could help us?

GM: Uh, well, yeah that makes sense. Roll a 1d20 to see if you did.

Compare that to the scene below where the player-characters already know who their cronies are;

Player 1: Ok, I'm wiring my cousin, Knuckles in Detroit. He's a good explosives man and I trust him.

Player 2. Yeah, and I'm going to call in the Antignano brothers to drive the truck.

GM: (rolling dice) Ok, Knuckles wires back that he is available and will be on the 9:00 train Tuesday morning. The Antignano brothers, however, are unavailable, the word on the street is that they are doing a rum run for Capone.

Player 2: Darn! Ok, I guess I'll have to use Vinnie the Weasel. I don't really trust him but he's a good driver.

Now, instead of an awkward exchange and a series of questions, the players are able to take the ball and run with it.

They already know who their contacts and friends are. By calling out names and occupations, the session becomes more realistic. It almost seems as if the player-characters had a life prior to the campaign.

You can adapt this system for other genres and systems. If you come up with one you think our readers would enjoy - send it on in.

## Procedure

**1. Roll on Table 1.** After the the player character has been created allow the player to roll 5 times on Crony Table I.

Each roll indicates a different crony or contact. Allow 1 additional roll per 5 years of age above 20. (Example: Joe the mobster is 32 years old. He is entitled to 7 rolls total).

Results on Table I may direct the player to further subtables. Each Crony should be fulling developed/resolved before proceeding to the next.

**1a. Check for Dishonesty.** On Table I the Dishonesty column shows the percentage chance that the crony/contact identified is dishonest. Roll immediately and then check with subtable I to determine the degree of dishonesty. (This may indicate that, while the player character has a good friend or contact who is a Politician, that contact may in fact be incorruptible and will refuse to knowingly help the PC in regards to criminal activity). Cronies/contacts who are identified as being criminals AND honest are undercover law enforcement officers or reporters. There is an 80% chance the player character is not aware of the crony's true status.

**1b. Subtable I: Degree of Dishonesty.**

This table is used for ALL cronies/contacts identified on Table I who have been determined to be dishonest. The resulting roll will give the extent to which a crony/contact can be persuaded to violate the law. For example, Nick the Journalist rolls a 2. This indicates he is willing to take a bribe, look the other way or accept stolen property but he is unwilling to do a violent crime.

**2. Roll on Tables 2 thru 9.**

These tables further develop the crony and his background. (For example: Age; Area of Operation; Loyalty; Weapon Possession; etc.)

## Special Notes.

The GM will quickly learn that the following tables can be used to create NPC's on the fly as well as Cronies. For example, Subtable VIII can be used as a random encounter table for a busy city street.

Tables 3a and 3b are used whenever a player attempts to contact or call in a crony. These tables demonstrate that cronies have lives of their own and are not in a habit of lounging around waiting for the Player Character to call. They roam about, take odd jobs and sometimes they simply refuse to come.

## Conclusion

As stated in the introduction, I designed this system for use in a campaign set somewhere from 1920 thru 1940. The Gamemaster should have no problems using the system for contemporary campaigns or even near future. References to Prohibition Agents can be changed to Narcotics Officers and so on.

I have used these tables for several years with great success. I've found they enhance the campaign and ease the burden on the GM.

At the beginning of a campaign, I provide each player with a copy of the system and allow them to generate their own cronies. They then write the cronies up on character sheets, give them names and detail their background. Encourage your players to designate one or more of their cronies as close friends or relatives.

Later, I generate stats for the more popular cronies as they come into the game. You'll find that many cronies will become part of the adventuring party as NPCs and that they greatly enhance the game.

I think what I like best about this system is that it allows the players to take an active role in developing the campaign. You'll find that when you look over your player's lists of cronies - a mulitude of adventure ideas will spring to mind. "How did Jim meet up with the Governor of Illinois?" "Mike met a saxophone player in prison? There's got to be a story behind that one."

I ran one game where a player decided one crony was his twin brother. The bond between NPC and PC became so strong that the player continually risked his life to save his brother or to rescue him from a rival gang.

As always, I encourage readers to use this system, build upon it and run with it. Let me know if you come up with any interesting variations or additional tables.

Well, I have to run. My nephew, Knuckles is coming over to pick me up. We've got a little rendezvous with Mad Eddie the Snitch. ❑

**Subtable I:**
**Degree of Dishonesty (1d8)**

| | |
|---|---|
| 1- 2 | Bribable/Misdemeanors |
| 3 - 4 | Petty Theft |
| 5 - 6 | Burglary |
| 7 | Robbery/Assault |
| 8 | Murder |

**Subtable II:**
**Law Enforcement (1d100)**

| Result | Profession/Position |
|---|---|
| 01-30 | Rookie, Police |
| 31-48 | Patrolman, Police |
| 49-55 | Master Patrolman, Police |
| 56-60 | Agent, Prohibition (low rank) |
| 61-69 | Sergeant, Police |
| 70-75 | Lieutenant, Police |
| 76-79 | F.B.I. (low ranking) |
| 80-85 | Detective, Police |
| 86 | Agent, Prohibition (medium rank) |
| 87 | Detective Sergeant, Police |
| 88 | Captain, Police |
| 89 | Major, Police |
| 90 | Detective Lieutenant, Police |
| 91 | Inspector, Police |
| 92 | Special Agent, Prohibition |
| 93 | Detective Captain, Police |
| 94 | Chief Inspector, Police |
| 95 | Chief of Detectives, Police |
| 96 | Chief of Police |
| 97 | Field Supervisor, F.B.I. |
| 98 | Assistant S.A.C., F.B.I. |
| 99 | District Commissioner, Prohibition |
| 00 | S.A.C., F.B.I. |

**Subtable III:**
**Businessman (1d100)**

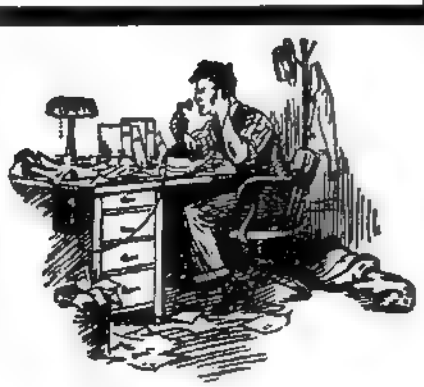
| Result | Profession/Position |
|---|---|
| 01-10 | Retail Store Owner |
| 11-19 | Chain Store Owner |
| 20-30 | Factory Owner |
| 31-40 | Corporate Executive |
| 41-50 | Trucking Line Owner |
| 51-60 | Bank, President |
| 61-70 | Radio Station Owner |
| 71-80 | Newspaper Owner |
| 81-85 | Publisher |
| 86-90 | Auto Dealer |
| 91-100 | Stock Trader |

**Subtable IV: Journalist (1d100)**

| | |
|---|---|
| 01 10 | Free-lance Author (little success) |
| 11-25 | Cub Reporter (small newspaper) |
| 26-32 | Cub Reporter (small magazine) |
| 33 39 | Cub Reporter (major newspaper) |
| 40-47 | Cub Reporter (major magazine) |
| 48-52 | Reporter-City Hall (small newspaper) |
| 53 56 | Reporter-Sports (small newspaper) |
| 57-60 | Reporter-Police (small newspaper) |
| 61 64 | Reporter-Society (small newspaper) |
| 65-68 | Reporter-Business (small newspaper) |
| 69-72 | Free-lance Author (moderate success) |
| 73-76 | Reporter-City Hall (radio announcer) |
| 77-78 | Reporter-Sports (radio announcer) |
| 79-80 | Reporter/Society (radio announcer) |
| 81 84 | Reporter/Police (radio announcer) |
| 85 | Reporter/City Hall (major newspaper) |
| 86 | Reporter/Police (major newspaper) |
| 87 | Reporter/Society (major newspaper) |
| 88 | Reporter/Business (major newspaper) |
| 89 | Reporter/Sports (major newspaper) |
| 90 | Editor in Chief (small newspaper) |
| 91 | Editor in Chief (small magazine) |
| 92 | Editor in Chief (major newspaper) |
| 93 | Reporter/Politics (syndicated column) |
| 94 | Reporter/Legal (syndicated column) |
| 95 | Reporter/Society (syndicated column) |
| 96 | Reporter/Editorial (syndicated column) |
| 97 | Reporter/Sports (syndicated column) |
| 98 | Editor in Chief (major magazine) |
| 99 | Editor in Chief (major newspaper) |
| 00 | Free-lance Author (great success) |

**Subtable V:**
**Criminals (1d100)**

| Result | Profession/Position |
|---|---|
| 01-35 | Independent Punk/Hoodlum |
| 36-58 | Independent Bootlegger |
| 59-69 | Gangster, Gunman |
| 70-75 | Gangster, Enforcer |
| 76-82 | Gangster, Accountant |
| 83-86 | Gangster, Caser |
| 87-88 | Gangster, Driver |
| 89-92 | Gangster, Gunmoll |
| 93-98 | Specialist (roll on subtable V.a) |
| 99 | Gangster, Leader |
| 00 | Syndicate Boss |



**Subtable V.a:***
**Specialists 1d100**

| | |
|---|---|
| 01-25 | Pickpocket |
| 26-32 | Safe-cracker |
| 33-38 | Forger |
| 39-40 | Hitman |
| 41-43 | Con-artist |
| 44-47 | Kidnapper |
| 48-55 | Bankrobber |
| 56-59 | Fencer |
| 60-65 | Still Operator/Brewer |
| 66-69 | Auto Thief |
| 70-72 | Extortionist/Blackmailer |
| 73-74 | Numbers Operator |
| 75-77 | Bagboy |
| 78-79 | Bookie |
| 80-82 | Speakeasy Owner |
| 83-85 | Speakeasy Bartender |
| 86-87 | Protection Racketeer |
| 88-89 | Smuggler |
| 90 93 | Counterfeiting |
| 94-96 | Grand Theft |
| 97-98 | Embezzler |
| 99-00 | Roll Twice |

* Before rolling for Criminal Profession, roll again on Table I. This will give the Criminal's background profession and/or his 'front profession'. If this profession does not make sense (example F.B.I. agent) ignore or roll again

**Subtable VI:**
**Legal Worker (1d100)**

| Result | Position |
|---|---|
| 01-04 | Parole Officer |
| 41-60 | Defense Lawyer |
| 61-71 | Court Consultant |
| 72-82 | Court Investigator (staff) |
| 83-85 | Prosecutor, City |
| 86-88 | Judge, City |
| 89-92 | Prosecutor, State |
| 93-94 | Judge, State |
| 95-96 | Judge, Federal |
| 97-98 | District Attorney |
| 99-100 | Prosecutor, Federal |

* There is a 5% chance that a legal worker crony will be attempting to use the relationship with the PC to further his own career if the PC is a criminal. This may be in the form of obtaining information for officials or entrapment

**Subtable VII: Politician (1d100)**

| | |
|---|---|
| 01-25 | City Councilman, appointee |
| 26-29 | City Councilman, electee |
| 30-35 | School Board Member |
| 36-37 | City Council, Chairman |
| 38-43 | Director of Sanitation |
| 44-48 | Waterworks, Commissioner |
| 49-53 | Building Commissioner |
| 54-58 | School Board, President |
| 59-65 | Budget Director, City/State |
| 66-68 | Street Commissioner |
| 69-72 | Public Works, Comm |
| 73-76 | Klansman, Local Leader |
| 77-78 | City Transport., Director |
| 79-81 | County Clerk |
| 82 | City, Treasurer |
| 83-84 | Registration, Director |
| 85-88 | Congressman/Senator |
| 89-90 | State Representative |
| 91-92 | Ward Boss, Republican |
| 93-94 | Ward Boss, Democrat |
| 95-96 | Ward Boss, Socialist |
| 97-98 | Union Boss |
| 99 | Mayor (30% chance incumbent) |
| 100 | Governor (30% chance incumbent) |

**Subtable IX: Clergy (1d100)**

| | |
|---|---|
| 01-60 | Catholic Priest |
| 61-89 | Protestant, Reverend |
| 90-95 | Reverend (Regional Director) |
| 96-98 | Catholic, Bishop |
| 99-00 | Catholic, Archbishop |

* Keep in mind that priests adhere to "confidentiality oaths" Unless an honesty check clearly indicates the clergyman is dishonest he will NOT knowingly aid or contribute to an unlawful act He will however offer sanctuary to individuals regardless of their profession.

**Subtable VIII:**
**Common Laborer 1d100**

| | |
|---|---|
| 01-02 | Store Clerk |
| 03-04 | Gas Station Attendant |
| 05-06 | Caretaker |
| 07-08 | Farmer |
| 09-10 | Milkman |
| 11-12 | Factory Laborer |
| 13-14 | Factory Foreman |
| 15-16 | Dock Worker |
| 17-18 | Dock Foreman |
| 19-20 | Driver, Truck |
| 21-22 | Driver, Streetcar |
| 23-24 | Engineer, Locomotive |
| 25-26 | Streetcar, Conductor |
| 27-28 | Train, Conductor |
| 29-30 | Taxi, Driver |
| 31-32 | Concessionaire |
| 33-34 | Paperboy |
| 35-36 | Streetsweeper |
| 37-38 | Nightwatchman |
| 39-40 | Ditchdigger |
| 41-42 | Road Crewman |
| 43-44 | Telephone Lineman |
| 45-46 | Auctioneer |
| 47-48 | Butcher |
| 49-50 | Painter, Building |
| 51-52 | Window Cleaner |
| 53-54 | Janitor |
| 55-56 | Animal Catcher |
| 57-58 | Courier |
| 59-60 | Travelling Salesman |
| 61-62 | Deliveryman |
| 63-64 | Usher, Movie Theatre |
| 65-66 | Doorman |
| 67-68 | Bellhop |
| 69-70 | Drycleaner |
| 71-72 | Seamstress |
| 73-74 | Boilerman |
| 75-76 | Baker |
| 77-78 | Shortorder Cool |
| 79-80 | Gourmet Chef |
| 81-82 | Cobbler |
| 83-84 | Fireman |
| 85-86 | Iceman |
| 87-88 | Furniture Mover |
| 89-90 | Florist |
| 91-92 | Secretary/Clerk |
| 93-94 | Projectionist, Movie |
| 95 96 | Exterminator |
| 97-98 | Waitress |
| 99-00 | Waiter |

* Other professions can be added as needed.

**Subtable X:**
**Skilled Laborer (1d100)**

| | |
|---|---|
| 01-03 | Steamfitter |
| 04-06 | Plumber |
| 07-09 | Carpenter |
| 10-13 | Electrician |
| 14-16 | Auto Mechanic |
| 17-19 | Construction Worker |
| 20-23 | Brickmason |
| 24-26 | Plasterer |
| 27-29 | Machinist |
| 30-33 | Lathe Operator |
| 34-36 | Die Maker |
| 37-39 | Piano Tuner |
| 40-43 | Wheel Wright |
| 44-46 | Blacksmith |
| 47-49 | Gunsmith |
| 50-53 | Auto BodyWorker |
| 54-56 | Clock Worker |
| 57-59 | Barber |
| 60-63 | Mailman |
| 64-66 | Accountant |
| 67-69 | Tax Collector |
| 70-73 | Tax Consultant |
| 74-76 | Photographer |
| 77-79 | Veterinarian |
| 80-83 | Referee |
| 84-86 | Sheet Metal Worker |
| 87-89 | Welder |
| 90-93 | Demolitionist |
| 94-96 | Crane Operator |
| 97-00 | Appliance Repairman |

* Note that honest skilled laborers may possess criminal skills even though they do not use them. For example a clock worker would be able to construct a timing device. The demolitionist would have the know-how to blow a safe. Such characters could be 'picked' for information without their knowledge or even forced into helping complete a 'job'.

**Subtable XI: Medical (1d100)**

| | |
|---|---|
| 01-15 | Nurse, Candystripper |
| 16-25 | Nurse, Licensed |
| 26-32 | Orderly |
| 33-45 | Doctor, Quack |
| 46-56 | Doctor, General Practice |
| 57-59 | Surgeon, (Surgery skill <60%) |
| 60-61 | Plastic Surgeon |
| 6 2-65 | Therapist |
| 66-76 | Dentist |
| 77-87 | Pharmacist |
| 88-89 | Surgeon, (Surgery skill <40%) |
| 90-91 | Optometrist |
| 92-93 | County Coroner |
| 94-95 | Chief-Medical Board9 |
| 98 | Prison Medical Staffer |
| 99-00 | Surgeon, (Surgery skill <80%) |

**Subtable XII:**
**Professional (Misc) 1d100**

| | |
|---|---|
| 01-35 | Soldier (80% he's a veteran) |
| 36-45 | Librarian |
| 46-49 | Boxer (65% he's controlled) |
| 50-56 | Jockey |
| 57-62 | Baseball Player |
| 63-73 | Claimfighter |
| 74-77 | Hustler |
| 78-80 | Gambler |
| 81-83 | Teacher, Primary |
| 84-86 | Teacher, Secondary |
| 87-89 | Professor, College |
| 90-92 | Instructor, Civic |
| 93-95 | Operator |
| 96-97 | Tailor |
| 98 | Blueprint Maker |
| 99 | Architect |
| 00 | Decorator |

**Subtable XIII:**
**Entertainer (1d100)**

| | |
|---|---|
| 01-30 | Instrument Player (Dive) |
| 31-36 | Dancer (Dive) |
| 37-42 | Singer (Dive) |
| 43-53 | Singer/Dancer (Dive) |
| 54-60 | Comedian (Dive) |
| 61-71 | Instrument Player (Nightclb) |
| 72-79 | Dancer (Nightclub) |
| 80-89 | Singer (Nightclub) |
| 90-92 | Singer/Dancer (Nightclub) |
| 93-94 | Comedian (Nightclub) |
| 95-96 | Actor (Stage) |
| 97-98 | Actress (Stage) |
| 99 | Actor (Screen) |
| 00 | Actress (Screen) |

**Crony Table 2:**
**Crony Residence/Area of Operation (1d100)**
(population figures circa 1925)

| Roll | Area | Population |
|---|---|---|
| 01-50 | Chicago, IL | 2,100,000 |
| 51-53 | Detroit, MI | 933,678 |
| 54-55 | New York, NY | 5,620,043 |
| 56 | Los Angeles, CA | 576,673 |
| 57 | Miami, FL | 770,000 |
| 58 | San Francisco, CA | 506,676 |
| 59 | Kansas City, MO | 324,410 |
| 60 | Brooklyn, NY | 2,018,336 |
| 61 | Philadelphia, PA | 1,823,779 |
| 62 | Cleveland, OH | 796,678 |
| 63 | St. Louis, MO | 772,897 |
| 64 | Boston, MA | 748,060 |
| 65 | Baltimore, MD | 733,826 |
| 66 | Pittsburgh, PA | 588,343 |
| 67 | Buffalo, NY | 506,776 |
| 68 | Milwaukee, WI | 457,147 |
| 69 | Washington D C. | 430,000 |
| 70 | Newark, NJ | 414,524 |
| 71 | Cincinnati, OH | 401,247 |
| 72 | New Orleans, LA | 387,219 |
| 73 | Indianapolis, IN | 314,194 |
| 74 | Rochester, NY | 295,750 |
| 75 | Denver, CO | 256,491 |
| 76 | Akron, OH | 208,435 |
| 77 | Atlanta, GA | 200,196 |
| 78 | Omaha, NE | 191,601 |
| 79 | Worcester, MA | 179,754 |
| 80 | Birmingham, AL | 178,806 |
| 81 | Syracuse, NY | 171,717 |
| 82 | Richmond, VA | 171,667 |
| 83 | New Haven, CN | 143,355 |
| 84 | Memphis, TN | 162,351 |
| 85 | San Antonio, TX | 161,379 |
| 86 | Dallas, TX | 158,976 |
| 87 | Dayton, OH | 152,559 |
| 88 | Bridgeport, CN | 143,355 |
| 89 | Houston, TX | 138,276 |
| 90 | Hartford, CN | 143,036 |
| 91 | Scranton, PA | 137,783 |
| 92 | Grand Rapids, MI | 137,634 |
| 93 | Paterson, NJ | 135,875 |
| 94 | Youngstown, OH | 132,358 |
| 95 | Springfield, MA | 129,614 |
| 96 | Des Moines, IA | 126,468 |
| 97 | Trenton, NJ | 119,289 |
| 98 | Fort Worth, TX | 106,482 |
| 99 | Spokane, WA | 104,437 |
| 00 | Any Small Town. | <50,000 |

Modifiers:
-1 for each year PC has lived in Chicago
+1 for each year PC has lived abroad of Chicago.
* Any City or Town of comparable size can be substituted for another for the sake of consistency. Population figures are circa 1920

**Crony Table 3a**
**Crony Availability (1d10)**
This table is used when the PC attempts to contact a Crony. NPC's live their own lives and do not merely sit about waiting for PCs to interact with them. This table indicates if the NPC is out of town or simply can't be found

01 ..... Out of Town (1d10 days)
02-08 . .....Contact made same day.
09.....Unable to Contact (1d20 hrs)
10 ..Unable to Contact (1d30 hours)

**Crony Table 3b**
**Crony Availability (1d10)**
This table is used once contact has been made. Result indicates when and if the NPC is available do the PC's bidding.

01 ..... .....Unwilling to come
02..... .....Available in 1d10 days
03.... .. ..... Available in 1d4 days
04..... .....Available in 3 days
05.... ..... .....Available in 2 days
06.....Available in 1 day
07 .....Available in 1d12 hrs
08..... .....Available in 1d6 hrs
09.....Available in 1d4 hrs
10 . ..... .....Available Immediately

**Crony Table 4**
**Crony Age (1d10)**

01-02 ...17 years (-3 mod on Table 5)
03-04 ...18 years (-3 mod on Table 5)
05.....19-20 yrs (-1 mod on Table 5)
06 ..... ..... ..... 21-25 yrs
07 ..... ..... . .....26-35 yrs
08 .....36-40 yrs (+1 mod on Table 5)
09.. .....41-51 (+2 mod on Table 5)
10.....50+1d20 (+3 Table 5)

**Table 7:**
**Crony Weapon Possession (1d10)**

01-03 . ..... ..... .....None
04.....Automatic Pistol
05.. ..... ..... ..... ..Revolver
06..... ..... ..... . .....Rifle
07 . ..... ... . ..... .Shotgun
08 ..... ..... .. ..... .....B.A.R.
09 .. .... ..... Thompson SMG
10 ... ..... ..... . .... . .Roll twice

**Crony Table 5:**
**NPC Criminal Background (1d20)**
This table is used only for those NPCs who have been identified as dishonest or criminal and indicates the worst crime they have committed The table also identifies the Criminal NPC s occupation when not actively pursuing a life of crime.

| Roll | Occupation | Crime |
|---|---|---|
| 01 | Common Labor | Petty Theft |
| 02 | Common Labor | Petty Theft |
| 03 | Common Labor | Armed Robbery |
| 04 | Common Labor | Auto Theft |
| 05 | Common Labor | Burglary |
| 06 | Common Labor | Bribery |
| 07 | Skilled Labor | Kidnapping |
| 08 | Skilled Labor | Racketeering |
| 09 | Entertainer | Murder, 3rd Degree |
| 10 | Skilled Labor | Murder, 2nd Degree |
| 11 | Skilled Labor | Auto Theft |
| 12 | Common Labor | Extortion |
| 13 | Skilled Labor | Bribery |
| 14 | Skilled Labor | Burglary |
| 15 | Skilled Labor | Armed Robbery |
| 16 | Professional | Bank Robbery |
| 17 | Professional | Murder 1st degree |
| 18 | Entertainer | Con/Scam Artist |
| 19 | Common Labor | Forgery |
| 20 | Skilled Labor | Murdered Law Officer |

**Notes:**
Cronies 17-20 years old roll once for each category
Cronies 21-29 years old roll twice for each category
Cronies 30+ years old roll three times for each cat

Modifiers from Table 4 apply only to the Job category and only on the first roll

For each Crime indicated roll 1d100
90+ indicates crony was convicted.
If crime warranted life sentence or death, then crony escaped and is hiding from the law.
05 and under indicates Crony was convicted and still serving time
06-20 indicates Crony served time or was paroled/acquitted.
21-30 indicates Crony has not been convicted but is being sought for the crime.
31-89 indicates Crony was never charged and is not suspect in that particular crime.
For each crime and job experience try to determine what skills might have been acquired Also if Crony is a Criminal Specialist one of his crimes is automatically form his specialty and is substituted for one of the crimes rolled above. (Example a Hitman crony automatically has committed murder in the 1st degree.)

**Table 6:**
**Crony Loyalty (1d10)**

01 .....40%
02-05 ..... 60%
06-07 ..... 70%
08-09 .....80%
10 ..... 90%

**Notes:**
Percent given above represents the degree of loyalty Crony has toward PC Loyalty can be effected by power, money, etc If the crony's needs are not met his loyalties may slacken Also if a crony s degree of dishonesty is less than the PC's apparent crimes he may become alienated The above results can be used also to check to see if a Crony goes against his own morals or personal safety to obey the PC's demands.

**Crony Table 8:**
**Crony/NPC Available Funds (1d20)**

| | |
|---|---|
| 01-03 | No funds/pocket change, money enough for next meal |
| 04-10 | Sufficient funds to pay rent/groceries for 1 week |
| 11-12 | Savings of 1d100 dollars |
| 13-14 | Savings of 1d100x2 dollars |
| 15-17 | Savings of 1d100x1d10 dollars |
| 18 | Savings of 1d100x1d20 (1d100% will be tied up in investments)* |
| 19 | Savings of 1d100x1d30 dollars (1d100% will be tied up in investments)* |
| 20 | Savings of 1d100x1d100 dollars (1d100% will be tied up in investments)* |

**Modifiers:**
* It will take the Crony 1d10 days to free up any money tied up in investments
Modify above die roll freely as common sense dictates. For example a derelict is unlikely to have 5000 dollars, and a Mob Boss is not likely to only have pocket change.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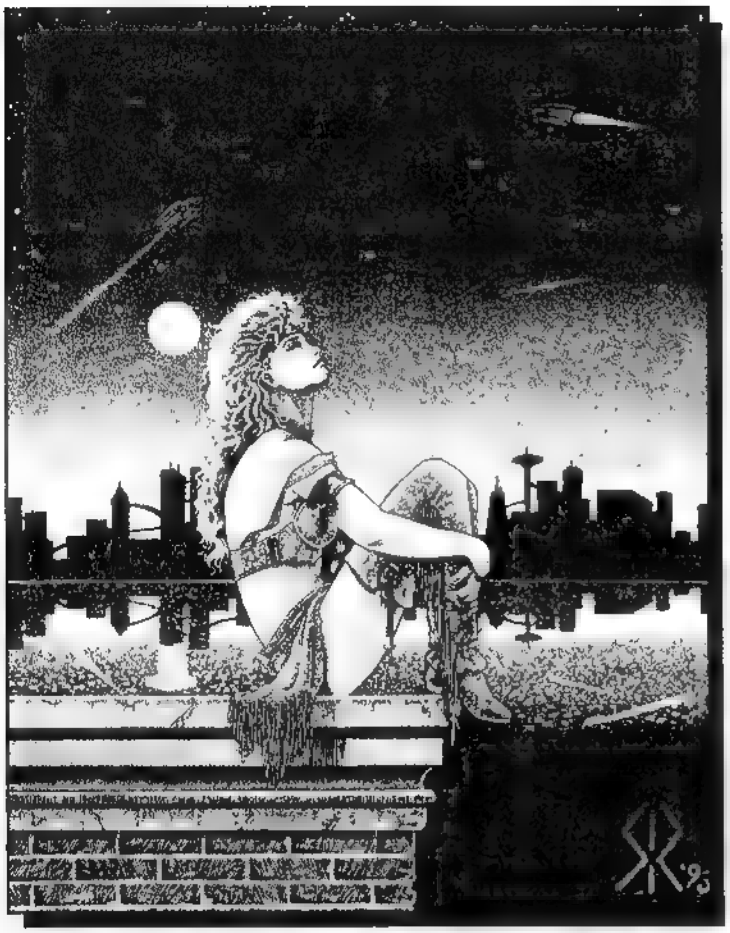
**Crony Table 9:**
**Special Qualities/**
**Useful Information (1d100)**

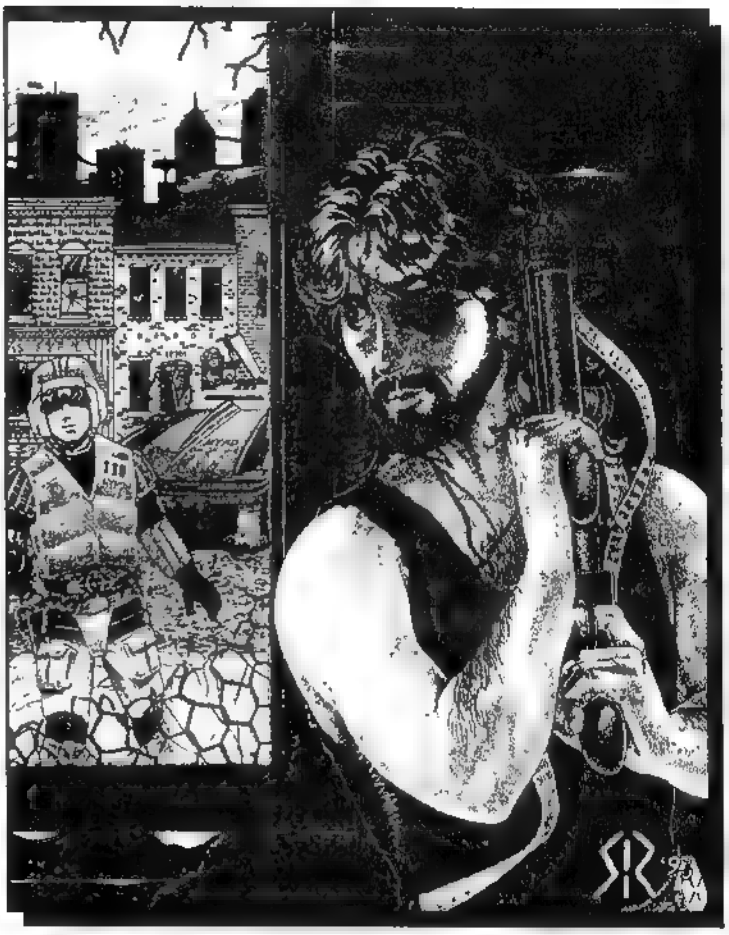
| | |
|---|---|
| 01-25 | None |
| 26-29 | Knows bribable Cop |
| 30-33 | Stealth Skill |
| 34-37 | Shadowing Skill |
| 38-41 | Pick Pocket Skill |
| 42-45 | Lockpicking Skill |
| 46-47 | Boxing Skill |
| 48-49 | Auto Theft Skill |
| 50-51 | Auto Body Skill |
| 52-53 | Auto Mechanics Skill |
| 54-55 | Disguise Skill |
| 56-57 | Knife Throwing Skill |
| 58-59 | Explosives Skill |
| 60-61 | Public Speaking Skill |
| 62-63 | Accounting Skill |
| 64-65 | Gunsmithing Skill |
| 66-67 | Bookmaking Skill |
| 68 | Martial Arts Skill |
| 69-70 | Escape Artist Skill |
| 71-72 | Bombmaking Skill |
| 73 | Knows a crooked Judge |
| 74 | Inside Information Mayor's office |
| 75 | Inside Information on Bank |
| 76 | Information on Warehouse |
| 77 | Information on Gang's Still |
| 78 | Smuggling Skill |
| 79 | Jewelry Skill |
| 80 | Art Forgery Skill |
| 81 | Safe-cracking Skill |
| 82 | Forgery Skill |
| 83 | Fast Talk Skill |
| 84 | Counterfeiting Skill |
| 85 | Gambling Skill |
| 86 | Alarm Systems Skill |
| 87 | Photography Skill |
| 88 | Still Setup/Operation Skill |
| 89 | Heavy Machinery Mechanic Skill |
| 90 | Heavy Machinery Operation Skill |
| 91 | Has contacts within a prison |
| 92 | Has contact in rival gang |
| 93 | Has contact in Canada |
| 94 | First Aid Skill/Minor Surgery. |
| 95 | Has dirt on Rookie Cop |
| 96 | Knows location of Safehouse |
| 97 | Streetwise Skill |
| 98 | Uncanny Sixth Sense |
| 99 | Knows of traitor in gang |
| 00 | Knows an Excellent Lawyer |

THIS WEEK ON "THAT'S NEW!" A LOOK INTO THE NEWEST GAMING MECHANIC: "DICELESS POOLS"; AND OUR FEATURE STORY: VIRTUAL REALITY ROLEPLAYING—IT MAY BE HERE SOONER THAN YOU THINK. WE GO TO PHIL ON ASSIGNMENT IN GERMANY...
That's New!
SPONSORED IN PART BY A GRANT FROM THE MILHOUSE FOUNDATION
WE HAVE HERE DEITER von SHADRACH OF ALLMACHTIG LABS DOCTOR, I UNDERSTAND THAT YOU HAVE PIONEERED NEURAL-INDUCTION TECHNOLOGY FOR PRIVATE, COMMERCIAL USE IN HOME ENTERTAINMENT.
THAT IS CORRECT. WE PLAN TO MAKE ALL ROLEPLAYING GAMES OBSOLETE THROUGH OUR SUPERIOR TECHNOLOGY.
FIRST, MY LAWYERS HAVE ASKED ME TO INFORM YOU THAT ALL RPGS ARE REGISTERED TRADEMARKS OF THEIR RESPECTIVE COMPANIES.
OF COURSE.
VIRTUAL REALITY
HAVE YOU ACTUALLY SUCCEEDED IN SYNTHESIZING ARTIFICIAL SENSORY EXPERIENCE?
YES, WE HAVE, PHIL. IN FACT, OUR VR:AD&D IS SO REALISTIC WE'VE LOST SEVERAL PLAYTESTERS TO ARTIFICIAL WANDERING MONSTERS...
LIVE! DAMN YOU, LIVE! YOU'VE NEVER GIVEN UP ON ANYTHING IN YOUR LIFE BEFORE! NOW LIVE!
...WE HAD A SIMILAR PROBLEM WITH VR:TRAVELLER, WHERE PEOPLE KEPT DYING DURING INITIALIZATION.
SOME GAMES HAVE GIVEN US PROBLEMS IN THEIR INDIVIDUAL RULES. TAKE THIS VR: VAMPIRE PLAYER. HE'S BEEN STABBED IN THE HEART WITH A VIRTUAL STAKE. DUE TO A BUG IN THE PROGRAM, HOWEVER, WE'VE BEEN UNABLE TO REMOVE IT.
I CAN SEE HOW THAT COULD BE A PROBLEM.
NOW THIS IS ONE OF OUR MORE SUCCESSFUL EFFORTS VR:MAGIC—THE GATHERING. OUR SOFTWARE ALLOWS ONE PLAYER TO ACTUALLY TAKE SOMEONE ELSE'S MIND AS A SPOIL OF VICTORY.
UH, ISN'T THAT KIND OF, WELL, SINISTER AND EVIL?
THAT'S JUST WHAT THOSE WUSSES IN MARKETING SAID, TOO. THEY JUST DON'T UNDERSTAND
I'VE ARRANGED A DEMONSTRATION OF ONE OF OUR MORE "HARMLESS" RPGs.
OKAY. WHICH GAME IS THIS? BUNNIES & BURROWS?
KLIK!
NO. IT'S VR:CALL OF CTHULU.
YAAAH!
WELL, THAT'S IT FOR THE TOUR. THANKS FOR COMING. THIS IS DEITER von SHADRACH REMINDING YOU THAT "GOD DOES NOT ROLL DICE."
THE HORROR! THE HORROR!

# KNIGHT GALLERY™

## An Artist's Showcase





All Artwork copyrighted to Shea Ryan

### Shea Ryan

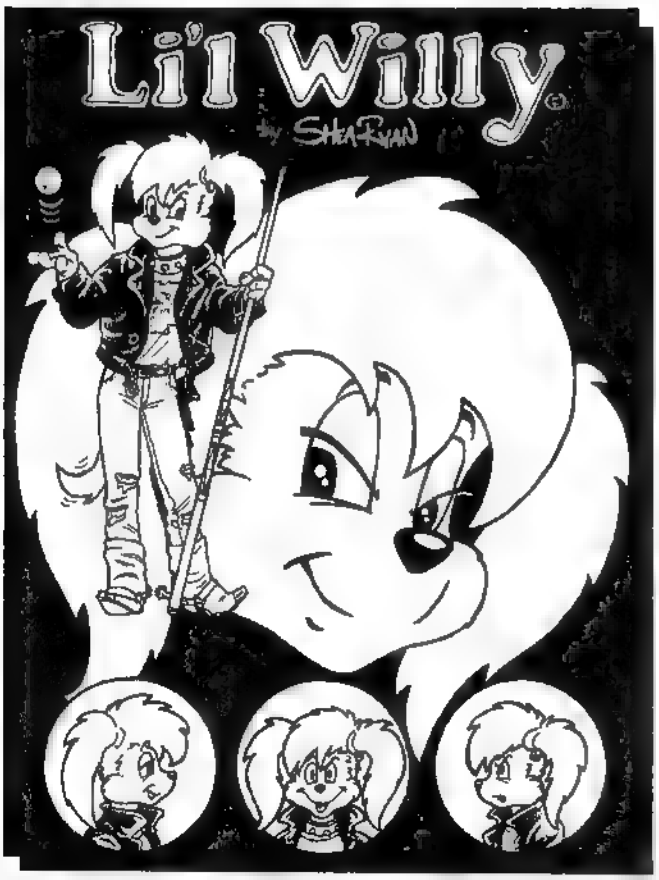
A freelance illustrator and graphic designer, Shea works from a tiny studio in her home in Bloomington, Illinois. Science Fiction/Fantasy Art has always been her first love, though her work has encompassed a wide variety of markets since 1986. To her credit are five coloring/activity books for horse-lovers (sold around the world, one in its 25,000th printing to date), a 4-H workbook for Ohio's Department of Agriculture, countless logo's and commercial commissions, and a year at Game Designer's Workshop in Normal, Illinois as production artist/designer — where her resolve to pursue a career in the science fiction/fantasy gaming industry was further strengthened.

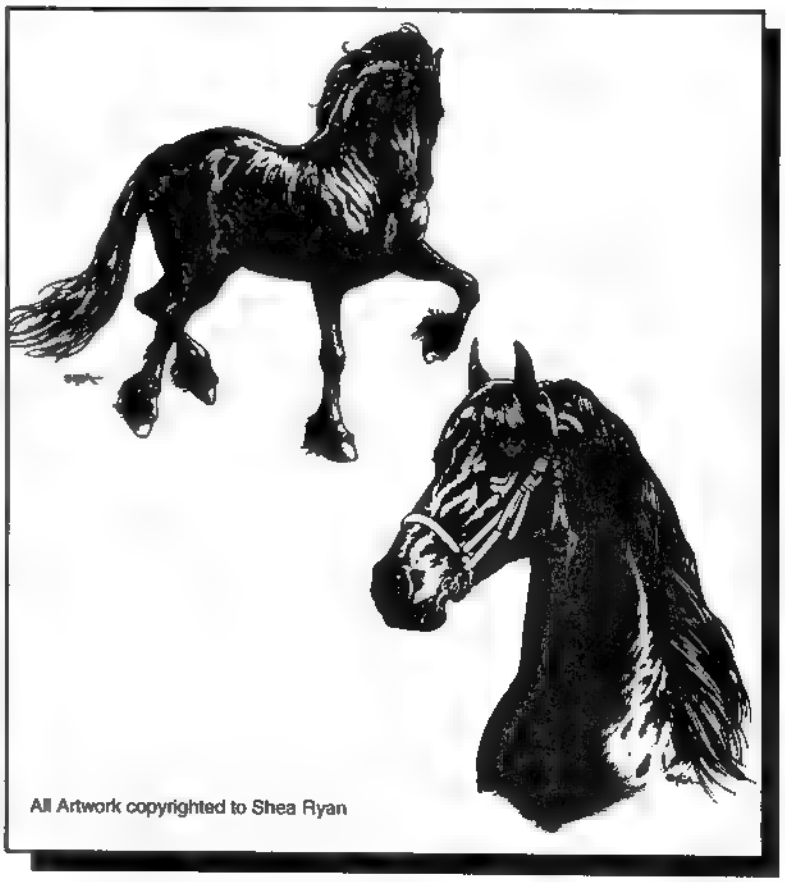
Her debut sci-fi novel (heavily illustrated, natch!), "Visionthing: Two Worlds & In Between", is currently near it's first draft completion, and an anthropomorphic comic series of her creation, "Lil Willy", is in the works as well.

Shea has penned work for Steve Jackson Games, Heraldic Games, GDW, The Bunny Pages and now SHADIS Magazine. She expects this to be a very busy year. "I can't say 'no'," she says ruefully, "Every new commission is like a new challenge, and I want to make it my best yet."

Look for Shea at Mar-Con and Gen-Con this year ("I love 'em - people, art, and sci-fi! — What a combination!")

94


Li'l Willy
by Shea Ryan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This Unfourtunate soul was caught without his spellbook . . .

Don't let this happen to you !

The Creators of Darkurthe LEGENDS proudly present

# MITHIAN'S BOOK OF MAGIC

AVAILABLE MAY, 1994

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SHADIS MAGAZINE PRESENTS:
A SPECIAL PRE-REGISTRATION INSERT

# ORIGINS '94

INTERNATIONAL GAME EXPO & FAIR

WHERE THE WORLDS OF GAMING MEET
JULY 7-10 · SAN JOSE CONVENTION CENTER · SAN JOSE, CA

# YOU'RE INVITED!

On behalf of the Origins '94 staff, the Game Manufacturers Association (GAMA) and the thousands of fellow gamers awaiting your arrival, we formally invite you to attend the grandest game convention in the world — Origins '94.

This pre-registration program book is your invitation and guide to a weekend of fun and excitement. Pre-registration for all activities has started, so don't delay. Reserve your space today!

# INVITE A FRIEND

We don't want anyone to miss out on the fun and excitement that Origins represents. This program book is an open invitation to everyone who likes to play games.

Feel free to photocopy the registration form for yourself or a friend. If you would like extra copies of this book free of charge, just call the Origins Information line at (216) 673-2117.

| ORIGINS 94 HOTEL MATRIX | Hilton Towers (408) 287-2100 | Holiday Inn (408) 998-0400 | The Fairmont Hotel (408) 998-1900 | Hotel St Claire (408) 295-2000 | Hotel De Anza (408) 286-1000 | Radisson Plaza (408) 452-0220 |
|---|---|---|---|---|---|---|
| Single/Double Occup. | 79 | 79 | 92 | 79 | 90 | 93 |
| Triple Occupancy | 104 | 89 | 112 | 89 | — | — |
| Quad Occupancy | 129 | 89 | 112 | 89 | — | — |
| Airport Shuttle | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Restaurant / Night Club | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Pool | ✓ | ✓ | ✓ | | | ✓ |
| Health Club | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ |
| Hot Tub | ✓ | | | | | ✓ |

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Andon Unlimited

POB 3100 • Kent, OH 44240
(216) 673-2117

**Origins Hotel/Site arrangements, Exhibitor Relations, and Promotion provided by**

GAMA

PO Box 570
Grinnell, IA 50112
(515) 236-6678

# THE CONVENTION SITE

The San Jose McEnery Convention Center, in conjunction with The San Jose Hilton and Towers, The Holiday Inn/Park Center Plaza and The Fairmont Hotel, will host Origins '94.

April 1989 marked the opening of the brand new San Jose Convention Center. Breaking the trend of older, more institutional type convention centers, the McEnery Center is modern, fully carpeted and very stylish.

From the grand fountain in front of the main entrance to the sun filled gathering areas, the San Jose Convention Center stands out as one of the nicest places any gaming convention could call home.

As if by some master plan the Hilton and Fairmont complement the convention center beautifully. The two year old Hilton has all the modern comforts while the six year old Fairmont is a true pleasure. The Fairmont was designed in the spirit of luxury hotels like the Plaza and fulfills its role as San Jose's finest Hotel. Adding to the comforts are the Holiday Inn and the nearby Pavilion Shops. San Jose is waiting to welcome you, so make your plans to attend Origins '94.

# HOTEL INFORMATION

Origins '94 guests will find first class accommodations waiting for them at any of the many convention hotels. Please refer to the chart at right for details on cost. All reservations should be made via the housing form to ensure these rates. The hotels are listed in order of distance from the convention center.

**Hilton:** This hotel is attached directly to the convention center and will also be serving as the convention headquarters hotel. Europafest, the art show, the auction, computer games and more will take place in this hotel.

**Holiday Inn:** Directly across the street from the convention center. The Holiday Inn will also host the Star Fleet Battles Tournament, the Battletech Open, and the Live Action Role-Playing games.

**Fairmont:** A beautiful hotel that will serve as the open gaming area and will house many of the Guests of Honor. This hotel is also the best location in relation to fast food and entertainment.

**Hotel St. Claire:** An upscale hotel located just a couple of blocks from the convention center. This hotel does offer a convention rate for their Executive level.

**Hotel De Anza:** An incredible old world, period hotel. Suites have been made available at a special convention rate.

**Radisson Plaza:** Located by the airport, this hotel is the furthest from the convention center.

**Other Hotels:** There are many other hotels in San Jose, none with convention pricing and none within walking distance.

## OTHER GREAT CONVENTIONS FROM ANDON UNLIMITED

**3-Rivers Game Fest** • May 27-30 • Pittsburgh, PA
**AndCon '94** • September 15-18 • Independence, OH
**Club Con 4** • February 3-5, 1995 • Independence, OH
**Cruise Con** • April 27-30, 1995 • Bahamas!

# ORIGINS — GAMING'S GRANDEST CONVENTION

Origins '94 promises to be the grandest gaming event ever staged in the 25 year history of the Origins convention. Utilizing the beautiful San Jose McEnery California Convention Center and several surrounding hotels, Origins will host over 200 exhibitor booths, 1,000 events, and 6,000 gamers from around the world!

Featured events include the first ever Magic: The Gathering National Title, AD&D & RPGA tournaments, Historical Miniatures, Puffing Billy Train Games, Avalon Hill Classics, Battletech Open, Star Fleet Battles, Europafest, Virtual Reality and Computer games, Live Action Role-Playing events, a huge Games Auction, an Art Show highlighting works of art from Magic: The Gathering, 24 hour around-the-clock open gaming, and even more!

In addition to the many incredible things to do, there will be lots to see as well. Guests of Honor include Larry Niven, Steve Barnes, Francis Tresham, and the very popular Military Speakers. All our guests of honor will be hosting seminars and demonstrating their works to you. Please check the Guests of Honor section of this book for a complete list and detailed information on the Origins '94 Guests of Honor.

Most importantly, Origins is about you — the consumer. Every manufacturer is here to show off to you, and the entire staff of Origins has only your good times in mind. If there is anything you'd like to talk to us about, call or write us. If you'd like to help out on our staff or run some events, we'd be glad to have your support. Until July, take care and good gaming!

# OFFICIAL SPONSORS

The Origins convention is owned by the Game Manufacturers Association (GAMA). GAMA is the national trade association for the adventure gaming industry and lists virtually every major game company as a member. GAMA works year round to improve and expand the gaming industry as a whole. GAMA has played a major part in the battle to keep lead miniature figures available for sale and is now playing a larger role in the management of Origins.

Conventions the size of Origins are a major undertaking. They require thousands of hours of organization and planning. Origins is made possible through the efforts of hundreds of individuals who generously donate their time to make Origins possible. On behalf of all the Origins staff past, present and future, we say thanks to our fine volunteers!

## CONVENTION HOURS

**Wednesday - July 6**

Registration: 4pm to 10pm

**Thursday, Friday, Saturday - July 7, 8, 9**

General Hours: 8am to 12:30am  Exhibit Hall: 10am to 6pm

**Sunday - July 10**

General Hours: 8am to 8pm  Exhibit Hall: 10am to 4pm

# GENERAL INFORMATION

### Pre-Registration Info

Registering for Origins is as easy as 1-2-3!

1. Read through this program book and decide which events you would like to participate in.

2. Fill out the pre-reg form in the back of this book.

3. Mail or fax your completed form along with your payment to us by June 24, 1994.

Within 48 hours of receiving your pre-reg form you will be sent a computerized confirmation letter. This letter will inform you of the events for which you have successfully registered. **Bring your confirmation letter with you to the convention.** You will need it to pick up your welcome packet. Your confirmation letter also shows your VIP#. Your VIP# is our way of keeping track of our friends and guests (you!). Please refer to it any time you write or call Andon Unlimited or Origins.

### Event Tickets

Anyone pre-registering for Origins '94 may also register for events. You may only register for events on days for which your badge will be valid (e.g. Friday Only badges can't register for Sunday events). You are also limited to purchasing one ticket per event. Most seminars are free and require no tickets.

Most events have an extra event fee which must be paid (see PRIZES for info on where the money goes). All standard events are $3.00, most seminars are free, and special or long events will be slightly higher. You may pre-register for up to ten events. The cost for most events is the same on-site as it is for pre-registration.

Generic tickets can be purchased through pre-registration or on-site. The cost of generic tickets is $1.50. They may be used to participate in any open event by using multiple tickets to equal or exceed the cost of the event. Generic tickets allow you to fill no-show spots in events that are otherwise filled.

### Badges

Yes, you must have a badge! Everyone attending the convention MUST have an official Origins '94 badge of some type. Access to all convention areas will be limited to those with badges. Badge prices are listed below. Any badge can be upgraded by paying the difference in cost. Badges must be worn visibly at all times. If your badge is not visible expect to be stopped before you are allowed into convention events.

The prices listed below are pre-registration prices only. The amounts will be slightly higher if you choose to register on-site. If you lose your badge, expect to pay for a new one. *You must have some type of badge in order to do any gaming.*

Visitor badges are $5.00 per day, or free to media with identification. Visitor badges grant full access to all areas of the convention. Visitors may shop in the exhibit hall, tour the art show, observe gaming events, but they are NOT allowed to participate in any gaming activities or the auction, with the exception of manufacturers' demo events.

### Pre-Registration Badge Prices

**4 Day: $25.95  1 Day: $14.95  Visitor: N/A Pre-reg**

# TRAVELER'S INFO

San Jose, the Capital of Silicon Valley, is very accessible from both land and air. The city has an excellent highway and local street system which is supplemented by a top notch light rail system.

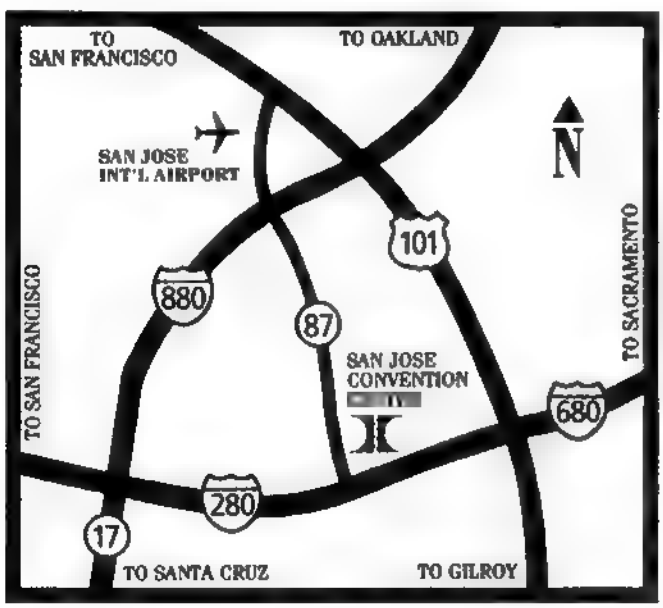
**Flying:** The San Jose International Airport is located just 5 miles from the convention center and is served by the following airlines:

Alaska • **American**
America West • Continental
Delta • Mexicana • Morris
Northwest • Reno Air
Skywest • Southwest
TWA • United/Utd Express

**Driving:** Please refer to the highway map on this page. From either I-280 or Route 87 simply follow the signs for the convention center. What could be easier?

**Discounts:** Origins '94 has arranged a very special deal with American Airlines. You can book your tickets through Origins and receive a 5% discount off the lowest published fares. As an added bonus, every 40th ticket purchaser will receive a coupon good for a free ticket anywhere in the continental United States. That's right, we'll save you money and give you a chance at free airfare. To take advantage of this, simply call 1-800-841-GAMA.

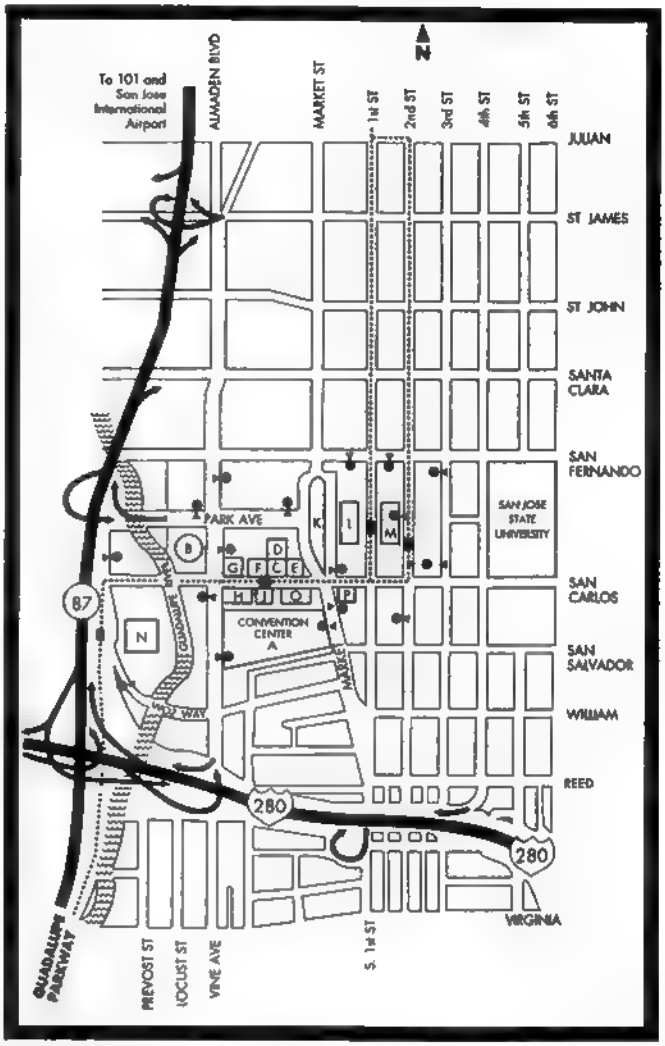
# HIGHWAY MAP




AMERICAN AIRLINES
IS THE OFFICIAL AIRLINE
OF ORIGINS '94.

**See DISCOUNTS on this page for special offers and more details!**

# LOCAL STREET AND BUILDING MAP




## LEGEND FOR LOCAL STREET MAP

| | |
|---|---|
| • | Paid Public Parking |
| ▶ | Parking Lot Entrances |
| — — | Light Rail Line |
| ■ | Light Rail Station |
| A | Convention Center |
| B | Center for the Performing Arts |
| C | Civic Auditorium |
| D | Hall A-B (not used by Origins) |
| E | Montgomery Theater |
| F | The Tech Museum of Innovation |
| G | Holiday Inn |
| H | San Jose Hilton Hotel & Towers |
| J | Library |
| K | Plaza Park |
| L | Fairmont Hotel |
| M | Pavilion Shops |
| N | Children's Discovery Museum |
| O | Future Hotel Site |
| P | Hotel Sainté Claire |

# SAN JOSE ATTRACTIONS

San Jose is a town filled with things for the family and gamers with some free time. Located in the heart of Silicon Valley, you are just minutes from world class beaches, historic sites, a redwood forest, shopping and more. Here is a brief list of attractions. For a full visitors guide, call: 408-283-8833 and ask for a Greater San Jose Visitors Guide

**Recycled Bookstore** (408) 286-6275: One of the premier used Sci-Fi bookstores in the United States. Located right in Downtown San Jose

**Balloons By-The-Sea** (408) 424-0111: Hot air balloon rides "Monterey Style!" Sunrise flights all year. Includes champagne celebration

**Blue & Gold Fleet** (800) 426-8687: Pier 39, San Fran 1¼ hour cruises under the Golden Gate and Bay Bridge and within yards of Alcatraz Island

**Chinese Cultural Gardens** in Overfelt Park. Confucius statue, massive marble gate, memorial hall, and pavilion.

**Children's Discovery Museum** (408) 298-5437: This dynamic cultural and educational resource offers interactive exhibits in science, humanities, technology, and arts.

**Egyptian Museum & Planetarium** (408) 287-2807: Largest exhibit of ancient Egyptian materials on the West Coast. Also contemporary art gallery, planetarium theater and science center

**The San Jose Flea Market** (408) 453-1110: Northern America's largest open-air market with 2,700 vendors and 35 restaurants on 120 acres.

**Lick Observatory** (408) 274-5061 Observing station on top of Mount Hamilton, overlooking the Santa Clara Valley. Guided tours and telescopes.

**Monterey Bay Aquarium** (408) 648-4888 This acclaimed aquarium features 6,500 creatures, a new sea otter habitat, and a 3-story kelp exhibit

**Napa Valley Wine Train** (800) 427-4124: Ride restored vintage Pullman cars through the scenic Wine Country while enjoying gourmet dining and fine wines.

**NASA Ames Research Center** (415) 604-5000. Ames Research Center, Moffet Field Air Station. Tours by appointment.

**Paramount's Great America** (408) 988-1776: 100-acre family theme park. Thrill rides and dazzling shows.

**Roaring Camp & Big Trees Railroad** (408) 335-4484: 1880's authentic steam train excursion through the giant Redwoods.

**Santa Cruz Beach Boardwalk** (408) 423-5590: California's only remaining seaside amusement park.

**The Tech Museum of Innovation** (408) 279-7150: Silicon Valley technology comes alive in this unique museum featuring interactive exhibits.

**Winchester Mystery House** (408) 247-2101: Beautiful but bizarre 160 room Victorian mansion built by rifle heiress Sarah Winchester.

***Special events that are happening around the time of Origins include:***

**The San Jose America Festival - July 2-4:** An annual festival in downtown San Jose's Guadalupe River Park, highlighting not only American Culture with a free Fourth of July fireworks display, but also the music, food and folk crafts of the many cultural groups living in the area.

**Mariachi Festival - July 10th:** This event highlights the romance in the music of Hispanic courtship traditions. Activities include workshops, concerts, and an all-day festival.

**Music in The Park - July 7.** Free Thursday evening concert series in downtown San Jose's Plaza Park, featuring live musical performances by top local and regional entertainers.

# RPGA EVENT LISTING

Jean Rabe will be the Origins RPGA Guest of Honor. Jean is the head of the RPGA and an author of considerable note. Jean will be hosting an RPGA seminar and the awards/members meeting.

A Living City Magic Shop will be held on Fri. and Sat. at 4:30pm. The AD&D Benefit will also serve as the official RPGA Club Decathlon Event. The Decathlon Event can be played during any Benefit slot.

## RPGA EVENT SCHEDULE

**THURSDAY - 8:30 AM**
Living City I - Pillar of the Community (Evt: 371)
AD&D Special Rd 1 - Thicker Than Water (Evt: 357)
AD&D Introduction - The Night Before (Evt: 380)

**THURSDAY - 12:30 PM**
AD&D Feature Rd 1 - Star, The Beginning (Evt: 350)
AD&D Team - Runefire (Evt: 362)
Shatterzone - Corporate Politics (Evt: 384)

**THURSDAY - 4:30 PM**
AD&D Special Rd 1 - Thicker Than Water (Evt: 358)
Living City II - Spirits of the Night (Evt: 374)
Torg - Berlin By Night (Evt: 381)

**THURSDAY - 8:30 PM**
AD&D Masters/Grand Masters - Mayhem (Evt: 394)
Living City I - Pillar of the Community (Evt: 372)
Call of Cthulhu - The Monastery (Evt: 389)

**FRIDAY - 8:30 AM**
AD&D Feature Rd 1 - Star, The Beginning (Evt: 351)
AD&D Challenge - Shifting Sands (Evt: 365)
Torg - Berlin By Night (Evt: 382)

**FRIDAY - 12:30 PM**
AD&D Special Rd 1 - Thicker Than Water (Evt: 359)
Living City II - Spirits of the Night (Evt: 375)
Shatterzone - Corporate Politics (Evt: 385)
AD&D Introduction - The Night Before (Evt: 387)

**FRIDAY - 4:30 PM**
AD&D Masters/Grand Masters - Mayhem (Evt: 395)
Living City I - Pillar of the Community (Evt: 373)
AD&D Challenge - Shifting Sands (Evt: 366)

**FRIDAY - 8:30 PM**
AD&D Feature Rd 1 - Star, The Beginning (Evt: 352)
AD&D Team - Runefire (Evt: 363)
Call of Cthulhu - The Monastery (Evt: 390)

**SATURDAY - 8:30 AM**
AD&D Feature Rd 1 - Star, The Beginning (Evt: 353)
AD&D Special Rd 1 - Thicker Than Water (Evt: 360)
Torg - Berlin By Night (Evt: 383)
AD&D Benefit - Escape Demoncomb Mtn. (Evt: 369)

**SATURDAY - 12:30 PM**
AD&D Introduction - The Night Before (Evt: 398)
AD&D Feature Rd 2 - Star, The Beginning (Evt: N/A)
AD&D Challenge - Shifting Sands (Evt: 367)
Call of Cthulhu - The Monastery (Evt: 391)
Call of Cthulhu Mast/Grd Mast - The Monastery (Evt: 393)
Living City III - A Snowball's Chance (Evt: 377)

**SATURDAY - 4:30 PM**
AD&D Feature Rd 2 - Star, The Beginning (Evt: N/A)
AD&D Special Final - Thicker Than Water (Evt: N/A)
Living City II - Spirits of the Night (Evt: 376)
AD&D Team - Runefire (Evt: 364)
AD&D Masters/Grand Masters - Mayhem (Evt: 396)

**SATURDAY - 8:30 PM**
AD&D Special Final - Thicker Than Water (Evt: N/A)
AD&D Living City III - A Snowball's Chance (Evt: 378)
Shatterzone - Corporate Politics (Evt: 386)
AD&D Benefit - Escape Demoncomb Mtn (Evt: 397)

**SUNDAY - 8:30 AM**
AD&D Feature Final - Star, The Beginning (Evt: N/A)
Living City III - A Snowball's Chance (Evt: 379)
AD&D Benefit - Escape Demoncomb Mtn. (Evt: 370)
Call of Cthulhu - The Monastery (Evt: 392)

**SUNDAY - 12:30 PM**
Awards Ceremony & Members Meeting

**SUNDAY - 4:30 PM**
AD&D Introduction - The Night Before (Evt: 399)
AD&D Challenge - Shifting Sands (Evt: 368)
TORG - Berlin By Night (Evt: 388)

# A NOTE TO PARENTS

Every year we receive phone calls from parents, like yourselves, concerned about their child wanting to attend his or her first game convention (away from home, no less!). Since, as a rule, we know that for every parent that calls, there are many more that don't, we've prepared this information for you. Most parents simply want to know what goes on at a gaming convention and what their child can expect to find. I'd like to briefly describe to you, the concerned parent, the environment at an Andon Unlimited game convention.

Typically, your child is between the ages of 11-16 and has been playing AD&D or other role-playing or strategy games with his or her friends for a while. Having heard of this upcoming game convention, they have come to you seeking your approval. You, however, want to know a few things, like . . .

***What Kind of Supervision Will There Be?***

The ages of participants at our gaming conventions range from teenagers to their parents, averaging around the late twenties. There are many adults who regularly attend, most of whom are working professionals (we draw a lot from the computer, science, and education fields), as well as hotel and convention staff and security.

Of the teenagers usually attending, we have found them to be well behaved, thus setting a good example for their peers (the "new kids" at their first game convention) as to what kind of behavior is acceptable. Manners, courtesy, fair play and sportsmanship are the rules of the convention itself, and we are proud to say that this sense of honor permeates the entire hobby of adventure and strategy gaming.

***Is it all right for my teenager to stay at the convention site with his friends?***

While each parent knows their own child best, we are aware that this can be a major parental decision. Your child is asking to take on real adult responsibilities and be "on his own," as it were. Relax. We can state with confidence that this is an excellent atmosphere for young adults to learn maturity and responsibility. The supervised environment of fun and excitement during four days of gaming and making new friends is heavily underscored by this hobby's natural benefits of self reliance, maturity and respect.

You know, we're really proud to say that while your child will go back home and talk about friends made and games won and lost, the social lessons learned here never leave them. We think we are lucky that our hobby carries this very beneficial social side effect. If your teenager seems eager to voluntarily take on these adult responsibilities, then it's likely that it will be all right for them to attend the convention with their friends, and that they'll behave properly. Ultimately, you, the parent, will know best and we defer to your good judgement.

**ORIGINS '95**
**July 13-16**
**Philadelphia, PA**

# ORIGINS '94 ART SHOW

1994 will see grandest Art Show that Origins has ever staged. Featuring Magic: The Gathering and other gaming art, this is one stop you must make while at Origins. The Art Show will be open Thursday through Saturday from 10am to 8pm. There will be an art auction at 10pm Sat.

The Art Show will be open Wednesday for artists to bring work in, and Sunday from 10am to 1pm for artists or purchasers to pick up art. The Santa Clara room of the Hilton will be the site for the Art Show.

## How To Buy Art

Most of the art on display in the Art Show is for sale. Pieces Not For Sale will be marked NFS on the bid sheet.

Art in the Art Show may have two prices, "Minimum Bid" and "Quick-Sale". Pieces with a quick-sale price may be bought outright. If no one has bid on a piece, you may buy it immediately for the quick-sale price (but we ask you to leave it on display until the auction). If there is no quick-sale price marked on the bid sheet, you can't buy it via quick-sale.

The quick-sale price is generally more than the minimum bid, but may be less than the piece would sell for if it went to auction. To buy a piece by quick-sale, write your name, VIP #, and the quick-sale amount on the bid sheet. Then write "SOLD" under that, followed by making it official by paying the Art Show staff. Cash, Checks, Visa, MasterCard, and Discover will all be accepted.

If you would rather try to pay less than the quick-sale price, or if you cannot buy the piece via quick-sale (no quick-sale price or someone has already bid on it), you must bid on the piece, following these rules:

1. Your bid, written or voice, is a promise to buy the piece at the bid price. Bids must be in whole dollar amounts. To make a written bid, just write your name and the amount you are offering on the first blank line on the bid sheet. All bids are final.

2. The first bid on a piece must be at least the "minimum bid," but it may be more. Each following bid must be more than the previous bid, and still must be a whole dollar amount.

3. If yours is the only written bid on a piece when the Art Show closes for the auction, it's yours for that price. Two or more written bids send a piece to the voice auction, and it goes to the highest bidder at the auction. If there are no voice bids at the auction, the piece goes for the highest written bid.

Art you buy may be picked up during or after the auction on Saturday, or on Sunday. If you need to pick up your art before this, or cannot pick up your art before 2pm Sunday, see the Art Show staff for special arrangements.

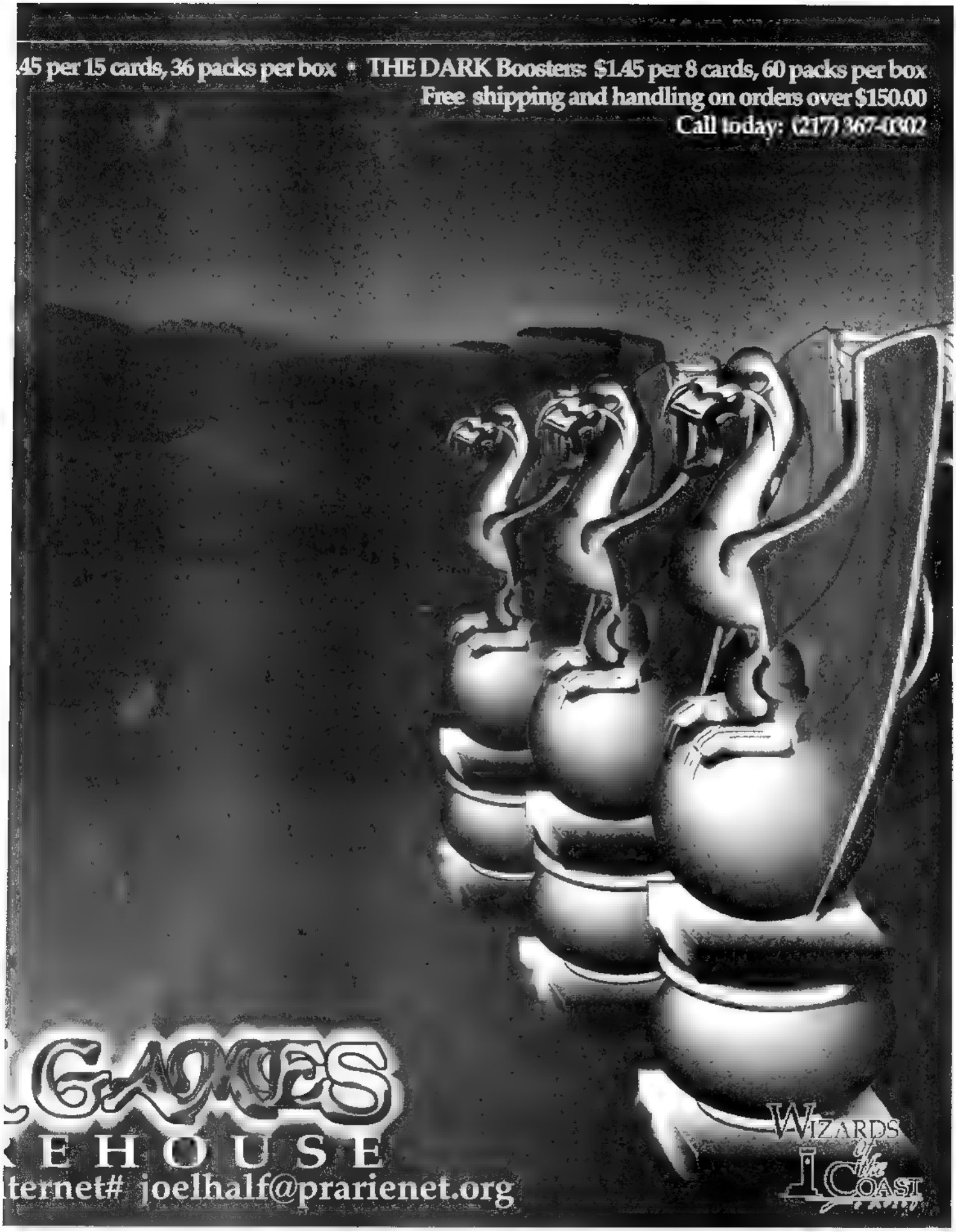
# COMPUTER GAMING

Origins '94 will feature a regular schedule of computer gaming. Most of the games will be finished in an hour. Some, however, will run longer, depending on the game. Prizes will be awarded at 3pm Sun. in the Computer Room.

If you wish to volunteer the use of your computer hardware, please contact our computer gaming manager Janice Sellers at (510) 268-8254.

Note: There is no event registration for computer games. To participate in any available game, simply show up at the computer gaming room.

LEGENDS Boosters: $2
FROM THE DEPTHS OF DOMINIA...
MAGIC
The Gathering™
LEGENDS
IN STOCK NOW!
Enter battle with the legendary heros of Dominia.
Contains over 300 new spells, potent artifacts, & creatures with the power to defy death.
COMING SOON...
THE DARK
reserve your cards today...
SWORD & CROWN
FANTASY GAME WA
502 E. John • Champaign, IL 61820 • (217) 367-0302 • in


.45 per 15 cards, 36 packs per box • THE DARK Boosters: $1.45 per 8 cards, 60 packs per box
Free shipping and handling on orders over $150.00
Call today: (217) 367-0302
GAMES
EHOUSE
ternet# joelhalf@prarienet.org
WIZARDS of the COAST

# Housing Reservation Form - Origins '94
# July 5-11, 1994 - San Jose, California

Use one (1) form for each room request. Photocopy additional forms if necessary

Occupant Name _____

Sharing with _____

## SEND CONFIRMATION TO:

Name _____

Company/Organization _____

Address _____

City _____

State/Province _____ Zip/Postal Code _____

Country _____

Telephone _____ FAX _____

Arrival Date _____ Departure Date _____

RESERVATIONS WILL NOT BE PROCESSED WITHOUT A FORM OF GUARANTEE.

Type of Card _____

Account # _____ Expires _____

Signature _____

❒ Check (Check must accompany form - FAX not acceptable)

## HOTEL PREFERENCE:

First Choice _____

Second Choice _____

Third Choice _____

## TYPE OF ACCOMMODATION: check one

❒ Single (1 bed, 1 person)
❒ Double (1 bed, 2 ppl)
❒ Twins (Fairmont & Sainte Claire Only)
❒ Double/Double (2 beds, 2-4 ppl)
❒ Smoking ❒ Non Smoking
❒ Require special facilities in accordance with the *Americans With Disabilities Act.*

## CONVENTION HOTELS:

| HOTEL | SGL | DBL | TRP | QU |
|---|---|---|---|---|
| *Hilton | $79 | $79 | $104 | $129 |
| *Holiday Inn | 79 | 79 | 89 | 89 |
| *Fairmont | 92 | 92 | 112 | NA |
| *Hotel De Anza | 90 | 90 | | |
| *Hotel Sainte Claire** | 79 | | | |
| *Hotel Sainte Claire | 89 | 89 | | |
| *Hotel Sainte Claire | 95 | 95 | | |
| Radisson | 93 | 93 | | |
| Red Lion | 89 | 89 | 99 | 99 |

* Within walking distance. ** Limited Rooms
Note: These rates are subject to a 10% occupancy tax.
Note: Rates slightly higher for more than 2 guests in rooms.

## ACCOMMODATIONS:

Guest room reservations at the Origins '94 official hotels are handled on a first-come, first-served basis. Requests for guest rooms should be mailed to the San Jose Housing Bureau. Failure to receive your first choice does not constitute an error. The bureau will accept only written reservations. Please provide your FAX number for a faxed acknowledgment. NO TELEPHONE RESERVATIONS WILL BE ACCEPTED THROUGH THE HOUSING BUREAU. If accommodations are not available at the hotel of your choice, comparable reservations will be made at other participating hotels. You will receive a letter, fax or acknowledgment within 7 days.

## GUARANTEED RESERVATIONS ONLY:

All reservations must be guaranteed at the time of your request to the housing bureau. RESERVATIONS WILL NOT BE PROCESSED WITHOUT A FORM OF GUARANTEE. You may do so by using a major credit card or sending in an advance deposit equal to your first night stay with your housing form. Your credit card is only a form of guarantee.

## DEADLINES:

The housing bureau requests a response no later than **June 6, 1994**. Any reservation forms received after the cut-off date will have reservations made by the Bureau directly with an available hotel and are subject to availability. The Bureau will then send a letter or fax of acknowledgment.

## CHANGES & CANCELLATIONS:

To cancel or make changes to reservations, contact the housing bureau in writing only, up until the cut-off date of **June 6, 1994.** All cancellations must be received by the assigned hotel at least 72 hours prior to arrival to avoid a cancellation fee. After **June 6, 1994** changes can also be made directly with the hotel.

Return This Form To: Origins '94 San Jose Housing Bureau
P.O. Box 6299, San Jose, CA 95150-9828 OR
FAX 408/293-3705
For additional information call 408/295-2265 ext. 427

# AUCTION '94 • AUCTION '94 • AUCTION '94

Origins hosts one of the largest used games and collectibles auction in the United States. Organized and staffed by Mr. Bill Jaffe and crew, the auction promises to be one of the biggest events Origins has to offer.

## Auction Hours

**Friday 10am to 10pm**
**Saturday 10am to 9pm**
**Sunday 10am to 2pm**

## Seller Registration

**Thursday 10am to 6pm**
**Friday 9am to 6pm**
**Saturday 9am to 1pm**

## Seller Payments

**Sunday 3pm to 6pm**

## Registering Items For The Auction

Items eligible for auction include any boxed, bagged, or envelope packaged games or game related materials. All materials must be original, we will not auction off wholly copied "rip offs" of a publisher's product. This includes magazines, variants, dice, spare components, etc. We will accept in the auction painted miniatures and/or miniature armies, but please be aware that they are difficult to see and appraise from afar.

If you wish to register your items for the auction adhere to the following rules:

1. You must have a valid Origins '94 badge in order to register lots (Visitor badges are not acceptable).

2. There is a 15% commission fee charged to sellers with a minimum fee of $1.00. This $1.00 must be paid up front when picking up LOT SLIPS and is nonrefundable.

3. Sellers may designate a "minimum bid" for auction itemS; however, any UNSOLD item with a minimum bid will be assessed 15% of that minimum bid to recover the item.

4. Auction LOT SLIPS will be handed out according to the Seller Registration hours listed above. Also, the items may be turned in for auction during these hours. Sellers who wish to purchase Auction LOT SLIPS before the convention may do so by sending a SASE and $1.00 per slip to Alchemy Auctions • 2773 South Diamond Bar Blvd. • Diamond Bar, CA 91765 before June 20, 1994.

5. A note about LOTS: A lot is auctioned off as a single unit. It may contain any number of items (such as a trilogy of games or a year's worth of magazines). Each lot must be secured together in some way (twine, rubber bands, etc.). The auction will not provide wrapping material and will not accept lots with loose items.

6. Money due to sellers will be made available beginning at 3pm on Sunday. Payment may be made in cash or by check at the seller's option, with the exception that any payment over $400 will be paid in full by check 2 to 3 weeks after the show. Any money not collected by 6pm Sunday will be mailed to the seller within 2 to 3 weeks. Questions regarding mailed payments may be directed to David Turrietta • Alchemy Auctions • 2773 South Diamond Bar. • Diamond Bar, CA 91765 • (909) 598-4700.

7. Items not collected by 6pm Sunday become the property of Alchemy Auctions/Alternative Games, unless prior arrangements have been made.

## Auction Rules For Buyers

1. All buyers in the auction must first purchase a BIDDER CARD from the Auction cashier for $2.00. All buyers will receive $1.00 off the cost of the first item they buy as a bonus. Don't lose your bidder card: a replacement will cost full price.

2. The following methods of payment are acceptable and are listed along with their restrictions.

2A. Cash: Never a problem and always preferred.

2B. Checks: Checks will be accepted as long as you have a valid driver's license and that the check meets with the approval of the auction staff.

2C. Credit Cards: Credit Cards will be accepted. Details on exactly which cards are accepted and the terms of their acceptance will be available at the auction.

2D. Traveler's Checks: Just as good as cash. Proper ID is required.

3. Call out your bids loud and clear, raising your Bidder Card for the auctioneer to see when making your bid.

4. The minimum bid increment is $1.00.

5. CAVEAT EMPTOR ("Let the buyer beware"). All auction items are sold as is and we cannot guarantee or verify any claims made by the seller concerning the condition or value of any item.

6. If you have made the winning bid for an item, proceed immediately to the cashier's table to pay for and receive it.

7. Buyer "Tabs" require a $50 nonrefundable deposit. 100% of the $50 is applied towards your purchases. Tabs must be settled by the end of each auction day.

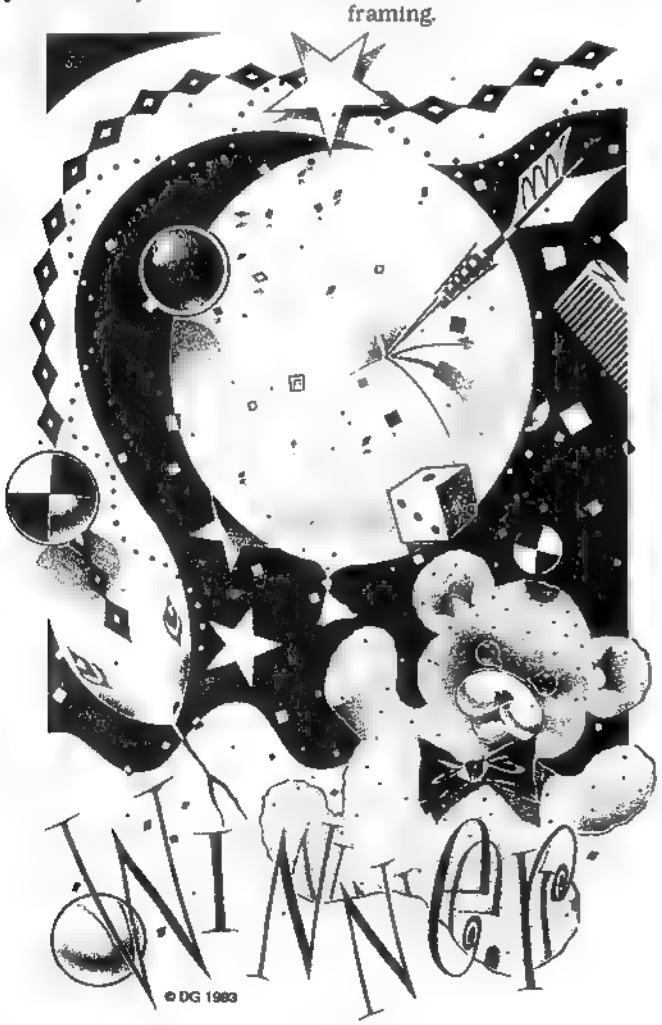
# PRIZES

Origins/Andon Unltd. has always been committed to the gamer. As gamers, we know what makes gamers happy. Good competition, excellent selection, friendly convention staff, and FREE STUFF!

In keeping with Origins/Andon Unltd. tradition (and thereby starting a new Origins tradition), every event (with only a few exceptions) will have a prize for the winner. These prizes will either be supplied by manufacturers or will be in the form of Andon Unltd. Dealer Dollars.

Dealer Dollars are given out in various amounts depending on the number of people who competed in each tournament. Dealer Dollars may be spent in the Exhibitor Area just as if they were cash. The only difference is that they cannot be used in conjunction with other special offers the Exhibitors have. Dealer Dollars may also be used for convention merchandise and event tickets and to register for any of the many Andon Unlimited Conventions (except Cruise Con).

If you win an event, please ask the GM to inform the appropriate tournament desk of your victory. You may then stop by the tournament desk and pick up your Dealer Dollar Voucher. Dealer Dollar Vouchers can be exchanged for actual Dealer Dollars at Event Registration at any time. At the same time you pick up your Dealer Dollars, we will present you with an Origins '94 Winners Certificate that is suitable for framing.




# ATTENDING EXHIBITORS

Origins boasts one of the largest exhibit areas of any game convention in the world! If it has to do with gaming, you'll be able to find it here at Origins '94. Below is a list of the exhibitors as of press time. It is also important to know that many of the smaller manufacturers are being represented at Origins '94 by local organizations and therefore don't have their names listed below, even though their products will be on display.

- Adventures By Mail
- Australian Design Group
- Avalon Hill / Victory Games

- Black Dragon Press

- Chameleon Eclectic
- Chaosium
- Chessex
- Chimera Publishing
- Columbia Games
- Computer Gaming World
- Crazy Egor's Discount Game Warehouse
- Crunchy Frog

- Darnhoff
- Decision Games
- Dungeon Works

- Emperor's HQ

- FASA
- Federation Arm.
- Flying Buffalo Inc.
- FMG

- Game Designers Workshop
- Game Research/Design
- Game Systems Inc.
- Gamers Paradise
- Games Workshop
- Gamescience
- Geo Hex
- GHQ Miniatures
- GMT Games
- Gomez Industries
- Graaf Simulations
- Grenadier

- Ians Games
- Iron Crown Enterprises
- Iowa National

- Kenzer Company
- Koei Corp
- Koplow

- Lance & Lazer Miniatures
- Last Grenadier

- Mark Matthew-Simmons Marketing/Dreampark Corporation
- Mayfair Games Inc.
- Midnight Games
- Moments In History

- Ne Ne

- Omega Games
- Origins '94/'95

- Pacific Rim
- Precedence Publishing

- R. Talsorian Games
- Reaper Miniatures
- Rob Prior Studios

- See Que
- Shadis Magazine
- Shield Laminating
- Silicon Dragon
- Simtac
- Soldiers & Swords
- Starbase 21
- Stone Mountain Miniatures
- Strategic Studies Group
- Steve Jackson Games

- Tactical Conflict Systems
- Task Force Games
- Terrain Specialists
- The Armory
- The Gamers
- Tim Jim Games
- Treasures
- TSR
- Twin Engine Gaming

- Weekend Warrior
- West End Games
- Whit Publishing
- White Wolf
- Wizards of the Coast

- Xeno Games

- Zig III.
- Zocchi Distributing

## Larry Niven

One of the fathers of modern science fiction, Mr. Niven's credits reach back over three decades. Along with collaborating with Steve Barnes on the DREAM PARK novel series, Mr. Niven is responsible for such series as RINGWORLD, KNOWN SPACE, the MAN-KZIN WARS, A MOTE IN GOD'S EYE (with Jerry Pournelle), and a multitude of other visions of the near and far future. He has served in many capacities as a proponent of space exploration, and an advocate for scientific advancement and the betterment of the human condition. Mr. Niven is a Director of Dream Park Corporation.

## Steve Barnes

Science fiction and cyberpunk author, co-author of the DREAM PARK series as well as numerous other published novels. Currently Director of Dream Park Corporation and President of Tower of Night, Inc., the holder of the Dream Park trademark. Steve also writes television screenplays, practices and teaches martial arts, and operates self empowerment lectures throughout the USA.

## Francis Tresham

Francis Tresham runs a small company dedicated to the production of high quality board games, usually with a historic or economic theme. He has two world class games to his credit, Civilization, which is now produced in five countries, and the "18XX" railway games which comprise a series using broadly similar basic rules but with individual variations aimed at capturing the flavor of the pioneering railways in the countries featured. He always seeks innovative game systems but as these take time to develop (anything less than 8 years being regarded as something of a rush job) he regrets that the public has to be reasonably patient.

He is a science-trained engineer who entered game design at the age of ten when he became fed up with losing when playing against his father. He therefore began designing games which are still enjoyable to play even if you do not win, and has been doing so ever since. He was born in 1936 and is married with two children, a son who is a diligent games tester and a daughter who has already come up with some promising and original ideas.

Mr. Tresham will be available in the Puffing Billy room to answer questions throughout the convention

## Ben Dunn

Publisher at Antarctic Press, artist and writer of NINJA HIGH SCHOOL, TIGER-X, MIGHTY TINY, storyboard artist for animation at Universal Cartoon. Credits: Scout, Airboy, Dynamo Joe, XYR, Captain Harlock, Project A-KO, Swords of Texas, Popeye.

# GUESTS OF HONOR & DISTINGUISHED GUESTS

## War College Guests

Please see pages 12, 13 and 14 for a full listing of the many fabulous War College guests.

## Seminars

**MEET THE CONVENTION GUESTS:** Meet Larry Niven, Steve Barnes, Ben Dunn, Francis Tresham, and our other special guests! Ask questions and find out what's new in the world of gaming. Moderated by Mike Pondsmith of R. Talsorian Games. (Sat 12.30pm)

**CAN AMERICANS DO MANGA COMICS?:** Ben Dunn will discuss all aspects of the comic industry from story boards to publishing. His company, Antarctic Press, is looking for new talent! Bring your portfolio and Ben will take a look. (Fri 2:30pm)

**TAI CHI WITH STEVE BARNES:** STREETLETHAL author and Tai Chi blackbelt Steve Barnes will lead a morning Tai Chi exercise program. This class is for beginners and experts alike! Wear loose, comfortable clothing and begin each morning the right way. No experience required! (Thurs 8:30am, Fri 8:30am, Sat 8:30am, Sun 8:30am)

**BE THE HERO IN YOUR OWN LIFE STORY!:** Science Fiction author Steve Barnes will teach you how to adapt gaming and fiction writing to becoming the gamemaster of your own life! Bring your dreams, aspirations, and a notebook to learn the secrets of a successful life! Three sessions — 1st session will be mostly lecture, 2nd & 3rd sessions will have a recap of theory and then focus more on audience questions. (Fri 4:30pm, Sat 4:30pm, Sun 10:30am)

**AUTOGRAPH SESSION WITH STEVE BARNES:** Bring your favorite Steve Barnes book and let him autograph it for you! His latest book, FIREDANCE, published by Tor is now available in bookstores. (Thurs 4:30pm)

## DISTINGUISHED GUESTS*

Cathleen Adkison • Peter D. Adkison • John Astell • Dave Babb • Richard Berg • Gene Billingsley • Steve Bishop • Larry Bond • Darwin P. Bromley • Peter Bromley • Tim Brown • Lee Cerny • Frank A. Chadwick • S. Coleman Charlton • Stephen V. Cole • Elizabeth Danforth • Bill Dixon • Jack Dot • Tom Dowd • Bill Fawcett • Pete Fenelon • Matt Forbeck • Don Greenwood • Steve Jackson • Harold Johnson • Richard Kerr • Sam Lewis • Rick Loomis • Many WotC Artists • Bruce Niedlinger • Michael Pondsmith • Dave Powell • Jean Rabe • Mark Rein-Hagen • Greg Scott • Bill Slavicsek • Michael Stackpole • Greg Stafford • Lisa Stevens • Ken St. Andre • Samuel Craig Taylor, Jr. • Jim Ward • Stewart Wieck • Jordie Wiseman • Loren K. Wiseman • Barbara G. Young • Frank Zenau • *Tentative List

# NATIONAL CHAMPIONSHIPS & OTHER TOURNAMENTS

Origins is proud to host the first ever National Championships for Magic: The Gathering by Wizards of the Coast. Magic: The Gathering has put a spell on the gaming industry by quickly becoming the best selling gaming product in many years. This new and unique gaming system called DECKMASTER is worth a try. Stop by the Magic: The Gathering area and learn first hand what makes this game so great.

## The National Championships

So you've been playing Magic: The Gathering for months, you've proved that you can build a first-class deck, now it's time to put your deck to the test. Here is your chance to compete against wizards from around the United States and the World for the title of United States Champion! Preliminary rounds will be held on Thursday and Friday with the Final rounds to be played on Saturday. The National Champion will be crowned on Sunday at the Origins Tournament Awards Ceremony (Sun 2:30pm).

Advancement and tournament structure for the National Championships will be provided by Wizards of the Coast at the convention. All National Championships players must follow the standard rules for tournament decks. While the maximum number of players is tentatively unlimited, we suggest that you pre-register for the tournament as early as possible just in case we are overwhelmed with entries.

## Prizes & Giveaways!

Wizards of the Coast as been very generous in their support of Origins and the National Championships. They are offering to fly the winner of the National Championships to GenCon for the World Championship Competition in addition to providing trophies and prizes for many of the finalists. To go a step further, WotC has offered to give each pre-registered attendee at the convention a free booster package of Magic: The Gathering cards. That's a $2.45 value, just for pre-registering! And, everyone who stops by the WotC booth and picks up their free booster pack will automatically be entered into a drawing for even more valuable prizes.

## Guests of Honor

Wizards of the Coast will be bringing a large part of their staff to Origins '94. Notable figures include the development teams for many of the DeckMaster products and several of Magic's most popular artists. The artists will be doing card signings and some of the Magic: The Gathering art work will be on display in the Art Show.

## The Magic Trading Post

We know that one of the best parts of Magic is the trading of cards. We have set up a group of tables in Exhibit Hall 1 just for that purpose. Bring your wish lists and your cards. Wizards of the Coast is planning to be in the area with many cards for trade. This area is for trades only, and not for cash sales.

## Tournament Deck Rules

Most of the tournaments listed below use the current set of Magic: The Gathering tournament rules. These rules will automatically be sent to anyone signing up for a Magic: The Gathering tournament. It is expected that updated rules covering the new Antiquities and Legends supplements will be released prior to the start of Origins '94. These new rules will only be sent out to those pre-registering after they are ready to release. Those who register early will be able to pick up the most current set of rules when they arrive at the convention.

## 4x4 Tournament (1 & 2 player teams)

A new twist on dueling. In groups of 4 players, you will compete until one of the four wizards is eliminated. At that time each player will receive points according to the following schedule: Most remaining life points: 5pts; 2nd largest amount of life points: 4pts; 3rd: 3pts; Last: 2pts. After completing a duel, winning players will be seated at a table with other winners, 2nd place finishers with other 2nd place finishers etc. After four complete rounds the wizard with the most points is the winner. Ties for remaining life points split the available points (example: 2 wizards tie for 1st and 2nd. The each receive 4½pts [(5+4)/2]. If after four rounds there is a tie for the champion, they will engage in standard one-on-one duels for the championship. All 4x4's will be playing with official decks.

## King of the Hill Games

A series of tables will be set up for challenge play. The rules for the tables will be posted on the tables themselves. Simply, as long as you win, you get to stay at the table. Each win will earn you a point, collect points for prizes. Sign up sheets will be available at the tables. Both official deck and power deck tables will be available.

## Power Players

This will be a single elimination tournament with NO deck limits. Anything goes, and anything will. Be prepared to meet some incredible decks. Experience has shown that this is an excellent spectator event!

## Singles/Team Tourneys

These will be single elimination tournaments using official decks. Exact tournament structure will be available on-site from Wizards of the Coast.

## Seminars

Two seminars have been scheduled by Wizards of the Coast. The first is at 6:30pm on Friday and will be a Magic Questions and Answers session hosted by WotC staff. The second will be at 6:30pm on Saturday with the subject matter to be announced in the Origins Program Book.

## MAGIC: The Schedule!

| | |
|---|---|
| **Thu:** | 12:30pm - National Champs. Prelim (Evt# 516) |
| | 4:30pm - 4x4 Tournament (Evt# 519) |
| | 8:30pm - Beginners / Learn to Play (Evt# 521) |
| | 8:30pm - King of the Hill (Evt# 523) |
| **Fri:** | 8:30am - Power Players Tournament (Evt# 526) |
| | 12:30pm - National Champs. Prelim. (Evt# 517) |
| | 2:30pm - General's rules team play (Evt# 527) |
| | 6:30pm - Seminar: Magic: Q&A |
| | 8:30pm - Beginners / Learn to Play (Evt# 522) |
| | 8:30pm - King of the Hill (Evt# 524) |
| **Sat:** | 12:30pm - National Championship Finals |
| | 2:30pm - Singles Tournament (Evt# 528) |
| | 6:30pm - Seminar: To Be Announced |
| | 8:30pm - King of the Hill (Evt# 525) |
| **Sun:** | 8:30am - 4x4 2 Player Team Tournament (Evt# 520) |
| | 2:30pm - Awards ceremonies |

# Shadis Magazine
# Origins '94 Insert
# Registration Form

**Origins '94**
PO Box 3100
Kent, OH 44240
Tel: 216-673-2117
Fax: 216-673-2125

**VIP #:**

**Chk #:** _____

## Attendee Information

VIP #: _____ (if known; see mailing label)
Full Name: _____
Address: _____
_____
City: _____
State/Zip: _____
Day Phone: (____) _____ - _____
Night Phone: (____) _____ - _____
Fax #: (____) _____ - _____

## Demographic Information

Your Birthday: __/__/__ Male Female

Number of Origins attended ***PRIOR TO 1994:*** _____

Miles you will travel to reach Origins '94: _____

RPGA #: _____ Conventions per year: _____

I like the following: ❑ RPGs ❑ Wargames ❑ Family/Strategy ❑ Miniatures ❑ PBM ❑ Computer

**Badge Type Requested:** ❑ 4-Day Pass ($25.95)
(Visitor Passes Not Available During Pre-Reg)

❑ Thursday ($14.95) ❑ Friday ($14.95)
❑ Saturday ($14.95) ❑ Sunday ($14.95)

## Scheduled Event Registration

| | Event 1 | Event 2 | Event 3 | Event 4 | Event 5 | Event 6 | Event 7 | Event 8 | Event 9 | Event 10 | Total Cost |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Event Number | | | | | | | | | | | |
| Day/Time of Event | | | | | | | | | | | |
| Cost of Event | | | | | | | | | | | |
| Alternate Event Number | | | | | | | | | | | |

Alternate events do not have to be at the same time or cost

## Origins '94 Convention Merchandise

13oz Coffee Mug ($7.50) (evt 2) _____
15oz Beer Mug ($7.99) (evt 3) _____
25oz Super Mug ($10.99) (evt 4) _____
Origins '94 T-Shirt (Small — $9.99) (evt 5) _____
Origins '94 T-Shirt (Medium — $9.99) (evt 6) _____
Origins '94 T-Shirt (Large — $9.99) (evt 7) _____
Origins '94 T-Shirt (XL — $9.99) (evt 8) _____
Origins '94 T-Shirt (XXL — $11.99) (evt 9) _____
Origins '94 T-Shirt (XXXL — $12.99) (evt 10) _____

***Origins '94 T-Shirts are high-quality (50/50) and feature multiple screens on both sides.***

I'd like to be a convention volunteer: ❑ Yes ❑ No
(We'll contact you with details)

## Payment Information

❑ Check ❑ Money Order ❑ Visa (+$1.50)
❑ MasterCard (+$1.50) ❑ Discover Card (+$1.50)

Visa/MC #: _____ Exp date: _____

| | |
|---|---|
| Admission Fee ($25.95 or $14.95) | $_____ |
| Generic Tickets (@1.50/each) | $_____ |
| Event Costs | $_____ |
| Origins '94 T-Shirts (Small — XXXL) | $_____ |
| Origins '94 Mugs & Misc. | $_____ |
| Credit Card Payment Surcharge | $_____ |
| **Total Enclosed** | $_____ |

**Pre-Reg Deadline**
**June 24, 1994**

Andon Unlimited

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I understand that Andon Unlimited and GAMA will not be responsible for any personal injury, lost or misplaced items while I attend Origins '94. Signature: _____

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# ELECTRONIC FRONTIERS

## Exploring the World of Online Gaming

By D.M. & E.A. Millheim

## WARRIORS IN THE NET:

### Multiplayer Interactive Games

It's another day, dressed for adventure, in that computer game you so enjoy, you walk down that computer-generated street you've walked down so many times before. You know what to expect, right? Just a few more steps and you will get into a fight with a programmed opponent. Ha! Just when you think you've got it made, another player steps in and attacks you while you're fighting that computer-generated opponent. Defending yourself via your cyber alter-ego, your heart races. You know that this opponent, unlike the computers, is more of a danger. This opponent thinks and feels and gets angry, greedy and frustrated. Worse, he wants nothing more than to show you who's in command around here!

More and more, computer networks are jumping on the wagon with multiplayer graphic interactive games. And they are a big hit! One of the main draws to such games is the fact that its not just the computer, or a programmed artificial intelligence (AI) that you have to deal with. With multiplayer interactive games, you go head to head against a friend, or even multiple friends. Watch out, sister: That "computer opponent" just grew arms and legs and just might wreak havoc in your predictable little computer-generated world

## VIEWS TO A THRIL!.

Today's players have several computer network services to choose from, and an overwhelming number of multi-player games. To name just three and some of the games they have to offer·

**• America Online**
(1-800-827-6364)

*Neverwinter Nights.* This is a multiplayer AD&D game. If you've seen the SSI Gold Box series such as Pool of Radiance, you'll have a good idea of what Neverwinter Nights most closely resembles.

**• MPG-NET**
(1-800-438-4263)

*Star Cruiser.* Players go against aliens and each other in starship combat in this one.

*The Kingdom of Drakkar.* With overhead scrolling that looks a bit like the Ultima series, players are all set to take on the many puzzles and hardships of the world of Drakkar.

*Empire Builder.* Players can build a railroad empire in a game that pits you against other players as everyone races to further their standings. Disasters like floods, storms, and other nasty things can slow you down.

*Operation Market-Garden.* The setting is 1944, and it's war. Two players plot against one another in a campaign of tanks, troops, and strategy.

**• GEnie**
(1-800-638-9636)

*Federation II.* This game deals with building an empire on a universal planetary scale, with players helping or hindering one another in what is billed as an Adult Space Fantasy.

*MultiPlayer BattleTech.* Players can join a clan house and unit, playing with the unit to better profit, or fight it out in the arena

*Air Warrior.* Players join squadrons and battle it out in the computer generated skies with other units. Such planes as the Japanese Zero, the RAF Spitfire, and the Cadillac of the skies, the P-51 Mustang can be found in this game. These are just a few of the aircraft of course.

*Dragon's Gate.* Become one of twenty races in an alien world, and join other players as you explore the land.

*GemStone III:* Shadow World. Fantasy role-playing with an optional graphic front-end (PC only), in the world of Kulthea.

*CyberStrike.* Drop power towers into strategic locations, hop into your Cyber-Pod, and get ready to fight for your life.

## THE PEOPLE MAKE THE GAME

These are just a few of the games available, and the players take these multiplayer games and give them life that the programmers could only dream of. In some of our upcoming columns, we will be highlighting some of these games and services and let you know more about them and the people behind them. Without the people and the work put in to bring these games alive, they're only computer games

America Online's *Neverwinter Nights* is but one example of the evolution of a computer game into something more. We were around when this game was first introduced to the public, and for the first couple of months, the players focused on walking around, killing monsters, getting treasure and weapons from monsters, then repeating the process. This can get to be a real bore, as you might imagine. After a while, as more role-players got into the game, things began to change. The players took the game beyond its own limits and into the category of "role-playing game" in its truest sense. By this statement, we create another layer of role-playing game which has in some ways evolved from games that don't require a modem to play. Consider, if you

will, the one major difference between them: Do you become a player, or could you become a character? When you play Ultima, and a computer-generated lawman arrests you and throws you in jail for attacking a shopkeeper, you are a player who becomes frustrated with a computer. You know the computer is reacting to a set sequence of events, and that jailer has no more thought for you than so many RAM chips in a plastic package. Try attacking another player in one of these multiplayer games. You'll get attacked back, but you could also receive a demand to know why you attacked, who you're allied with, what guild sent you, or any of a number of other comments, all "live" and not processed prior to the encounter in the CPU of your computer. You'll know immediately that you made another character angry, and boy are you gonna pay in the future! By this method, you can forge alliances, make enemies, or even fall in love in a world that is as complex as humans by the hundreds can make it.

## SAFETY IN NUMBERS

After a time, players banned together in the realm of Neverwinter. You could believe in the characters, for they were different from the players. Guilds started up and were run like real societies from tales of old. Quests created by Neverwinter employees or the guilds now take place. Wars between guilds are uncommon, but they do happen. Members of the guilds go about their business, living out how they depict their characters, playing them to the hilt. They know there's a guild to fall back on for protection, associates to call on after discovering that the lone traveler who had been attacked has friends.

## RUN WHILE YOU CAN!

Roleplaying in an interactive multi player computer game is something that must be experienced to truly appreciate the complexity and structure of a human-enhanced fantasy society. Be warned: This is addictive! Role-players breathe life into the realms and play the characters the way they envision them being, with strengths, weaknesses, likes, dislikes, and even possibly a made-up history that's as intricate as the players beind them.

Your opinions, comments, questions, complaints, and gripes are welcomed. Write to: PO Box 385, Tallevast, Florida 34270-0385, to the screenname **Shael** on America Online, **Shadis** on GEnie or Internet "shael@aol com". Please include a US Mail address and your name with any correspondence, and an SASE if you wish a reply on paper. We will do our best to intersperse network and game reviews with answers to your letters.❑

## SHADIS IS WIRED!!

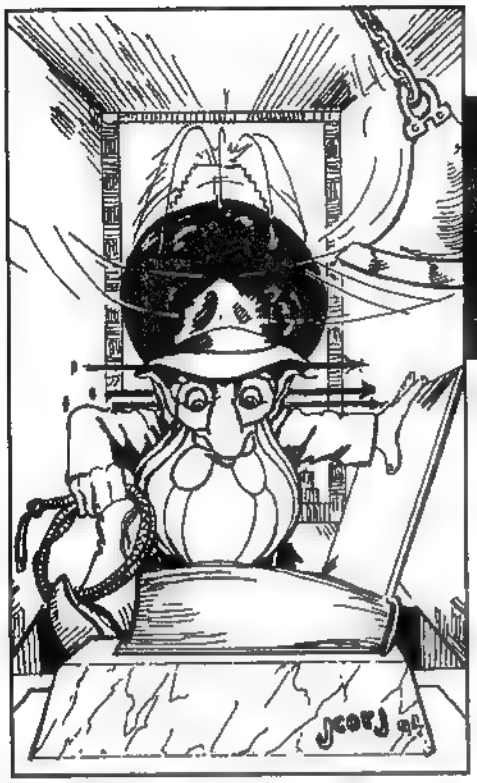
You can find the SHADIS staff on American Online under the screen name: JollyGood or SHADIS2! You can send e-mail to us via the internet through Jollygood@aol.com We also are active on Coba's Knightmare BBS at (909) 734-3081 under the name SHADIS!!

Adventure in a world of the living and the dead. Take the role of a gritty, stoic hero driven to survive in the face of overwhelming odds and a relentless foe. Survive by your wits, engage in bone-crushing combat or use the power of magic to produce the trappings of technology.

Sun And Storm™ features easy-to-use, flexible, skill-based mechanics which emphasize imaginative role-playing with satisfying results. Read through illuminating play examples. Browse through an abridged history of the campaign universe. Learn to play with our step-by-step instructions.

Sun And Storm™ is a role-playing game for two or more players ages 12 and up. Ask your favorite hobby retailer for the following Sun And Storm™ products:

**The Enchiridion**
**The Codex**
**The Terminus**



# CLOSER LOOK

## Reviews: Games, Books...

**Journeyman**
**Infinity Games**
**Science Fiction RPG System**
**Reviewed by Dirk DeJong**

Dan Hilston woke up in Hell. The reddish light cast from the flickering fires, the whistling wind past his cheek that felt as cold as the grave, and the thick pall of smoke through which dim, half-seen shapes moved caused him to violently cough as he struggled up from the floor.

"Dan! You OK?" a dimly remembered voice shouted from behind, and suddenly everything snapped back into place. He'd been commanding the Exploratory Trader Phoenix, just arrived in the Beta Argenta system, en route to a potentially lucrative new source of germanium, when an unknown ship swung out of Argenta VI's sensor shadow and opened fire. Swinging the Phoenix around to protect the reactor core, he'd felt the shudder as high-density plasma found it's target. Then everything had erupted in fire and smoke.

"How bad's the damage?" he choked out, wheezing on the fumes. Groping his way to the command chair, he slid in and requested a computer update. The blank screen confirmed his fears: they were flying and fighting blind

The above is an excerpt from a session of **Journeyman**, Infinity Games' new release into the waters of hard sci-fi role playing.

Are you a Trekkie who hasn't found a system you like to take you where no man has gone before? A fan of Asimov's *Foundation* series? Maybe an enthusiast of either the *Ringworld* or *Wellworld* books? Or just a fan of hard-core sci-fi who's been looking for an alternative to the mostly science fantasy RPGs on the market? If so, Infinity Games' **Journeyman** may mean the end of your quest. **Journeyman's** genre isn't to be confused with those of most of it's competitors, as it concentrates on what scientific theory says can be accomplished, even if not at this point in our development. For example, while we know we can build better, faster, smaller, and more intelligent computers, we just haven't reached the point of much science fiction (On the other hand, in the past 10 years, we've surpassed the predictions of many books written 20 years ago). This difference in outlook is what separates **Journeyman** from games such as *Star Wars* and *Shatterzone*, who add a large amount of mysticism to the system. Here you get your science pure and straight.

There are few remaining hard sci-fi games on the market, the most notable being *Space Law* from *I.C.E.*, *FTL:2448* from *Tri-Tac Systems*, and *Traveller: The New Era* from *GDW* Each of these others is also notable for requiring a large investment in time and effort, from both player and GM, to learn the system. Journeyman has succeeded, where these others haven't, in bringing a hard sci-fi game to the table that doesn't require a month to learn how to run or play properly.

In common usage, a journeyman was one who, having apprenticed at a trade, was qualified in that trade but hadn't reached the level of master. The term was coined because they would journey from place to place until they gained enough experience to get master's papers. This applies to **Journeyman** in two ways: (1) most PCs will fall into this category, with no character starting out as a master in a field, and (2) the designer decided not to concentrate on any specific area of the system, instead putting together a game with no outstanding single subsystems, but no weaknesses either.

While the basic rules don't come with a campaign setting, they're so flexible any background from *Star Trek* to *Star Wars* can be accommodated with either no rules changes or minor changes to reflect unique properties of a campaign. The designer suggests bringing a calculator, preferably one with a square root function, to the gaming table and he's right. Though most of the rules are designed from the point of playability, there are a few optional rules requiring the use of a calculator, scratch paper, and some knowledge of math to get through. Also, through the designer, I've learned that a campaign background, or backgrounds, may be in the works, complete with additional rules to cover the unique aspects of those campaigns.

The rules are relatively simple, with 7 stats being generated through the tried and true 3d6 method. You have 29 professions to choose from (mostly variations on differing types of scientist) and each comes with a set of skills to start play with. There are only 47 skills, though the rules and skill descriptions are worded in such a way as to virtually preclude running into situations where they can't cover it (A note to GMs: don't hold me to this as I know what a determined player can do to the best laid of plans). Non-combat skill conflicts are resolved in one of two ways: (1) characters versus intelligent life, in which you total

Skill+1d10+Difficulty Modifiers, and the high number wins, and (2) characters versus the odds, in which you total Skill+1d10+Difficulty Modifiers, and if the total is higher than 10, you win.

Combat is handled little differently, with additions being made for various attack and defense modifiers and special rules for primitive-weapons combat, non-lethal combat, Zero-Gee combat, critical hits, assassinations, and attacks on inanimate objects, among others. As with the rest of the system, while the lists of weapons are complete, they are not the 4-page overkill some games have. Also, armor is handled as a multiplier to the damage roll, not a modifier to the to-hit roll. This is quite refreshing and realistic, as armor isn't supposed to prevent your opponent from hitting you, but from damaging you.

Rules are included for robots, bionics, and artificial intelligence. Though they're good, and mesh with the rest of the system, don't expect to end up playing either a cyberpunk campaign, or the *Six-Million Dollar Man* (if you remember him, that is) with these rules. They've been deliberately toned down to prevent a cyberpunk campaign from ensuing.

One item that isn't included (and deliberately so, according to the designer) is any mention of psionics. The thinking behind this was it would detract from the hard sci-fi feel of the game. However, if there's enough demand, a set of rules could be forthcoming in either the promised campaigns or some later release of the game. Even so, the system is well designed enough a creative GM could either design his own rules, or lift them from some other system with minimal difficulty

A nice surprise was some of the best ship-building rules I've seen since the *High Guard* book for *Traveller* came out in the early 80's. Though you should be prepared to spend some time putting together a space ship, the rules are simple, well thought-out, and don't require you to spend all your time figuring things out with a calculator and/or writing down reams of items to be included in the ship. A simple ship should take less than an hour to rough out, and another two or so to fine tune. Rules for different drive types, computer systems, living quarters, ship's security systems, and varying armors and weapons have been included. Compared with some of its competitors' ship-building systems, even if you don't want the rest of the system, you might find these rules almost worth the price of the whole game by themselves.

The final section is solar system and world-building. As with the ship-building rules, these aren't as full featured as the competitions' sub-systems, but have the signal advantage of being more usable than most of said competition. Also, unlike some other systems, these concentrate on providing a realistic base solar system and world, with the GM being the final arbiter of what forms of life are there, the majority of the information about the individual world's, as well as what society and technology are available, if any. With no tables to let you design worlds wholly by dice, this forces the GM to design ones that make sense, in terms of workability and how they fit into his campaign. No more worlds on a moment's notice just by rolling 10 dice, then having to worry about how your superscientific, alien barbarians are going to affect the rest of the campaign.

A final note: At the end of the book are three appendices. Appendix I is a list of the most commonly used tables. Appendix II is a compilation of the various character, ship, and world sheets. Appendix III should not be turned to unless you've either (1) first year college math, or (2) a severe streak of masochism, as it contains the varying formulas for loan payments, orbital period equations, reaction rocketry, and hyperspace mathematics. Having talked with the designer, I've learned that these hyper-realistic rules are only for those who can comprehend them and are crazy enough to want to use them in a game.

All in all, Journeyman fills a gap that's existed since the early days of RPGs: a simple, yet complete, hard sci-fi system. For too many years now, hard sci-fi has been the neglected child of RPGing, and with the past year's introductions of Traveller: TNE, FTL:2448 and, now, Journeyman, this may be coming to an end. Each of these three fills a place, and Journeyman is for those who are interested in a complete system that won't kill you with realism. For those who are super detail freaks, this isn't your system but, for the majority of us especially the older gamers who remember original Traveller with fondness, our ship just came in.

## Riddle Rooms #1
**Cloud Kingdom Games Inc.**
**RPG System**
**Reviewed by John Reeves**

For me it all started with a frightened little person and a deranged goblin exchanging riddles deep in the heart of J.R.R Tolkien's world. I liken poor Bilbo to a Gamemaster who has run out of ideas for adventures. "What have I got in my pocket?" That's not a riddle. Well, Bilbo got away with it, but most players would cry foul if a GM called that a riddle. Much like Bilbo, I'm sure that GMs around the world have problems thinking of creative riddles and non-violent encounters with which to test their players intelligence instead of their hit points. Enter ***Riddle Rooms #1*** by Cloud Kingdom Games. This Gamemasters aid is made the way more should be made. chock full of information and ideas that can be used in many gaming sessions. ***Riddle Rooms #1*** contains twenty illustrated rooms, each posing a riddle or challenge. The riddles range from simple to extremely complex and are provided in a generic format that makes them good for use with any game system.

***Riddle Rooms #1*** is not the flashiest product on the market today, but it is laid out to be used with ease. The packet includes the *Dungeon Designers Handbook*, which describes each dungeon Dilemma, along with its solution. Also included are twenty-two Player Information Sheets which can be given to players when they reach each individual Dilemma. The sheets give the players a nice visual aid in solving the mystery of the room. In addition, you also receive five bonus riddles. ***Riddle Rooms #1*** is a valuable asset to any GM who likes to set up and design his own adventures.

## The Compendium of Contemporary Weapons
**Palladium Books**
**RPG Supplement**
**Reviewed by Mark Arsenault**

At first glance this book appears to be some new incarnation of the *Aftermath* game. The full-color cover features a painting (by John Zeleznik) of a man in OD green fatigues and gas mask, holding a Colt carbine and a Romanian-style AKM.

Perusing this book, however, you quickly discover that it is just what its name implies: a compendium of contemporary weapons. The 176-page soft-cover book is written by Maryann Siembieda with additional written support from Matthew Balent and the ever present Kevin Siembieda. All of the above, plus Brian Siembieda and Alex Marciniszyn, are credited with research and compiling

Interior artwork is supplied by Steven Stalter, Wayne Breaux, Roger Peterson, Thomas Miller, George Evans and that Kevin guy again. While Stalter's drawings of the rocket-propelled grenades (RPGs) and missile-launchers left much to be desired, the drawings of the rest of the equipment and weapons were excellent. My favorite piece is the Ranger on page 14 (ah, memories...).

The book includes general stats for a plethora of pistols, sub-machine guns, rifles, assault rifles, machine guns, grenade launchers, RPGs and man-launched missiles. As if that weren't enough, they have detailed numerous interesting gadgets utilized by the world's military units, such as night-vision gear, body armor, flare guns, laser sights, cameras, tanks and other armored vehicles!

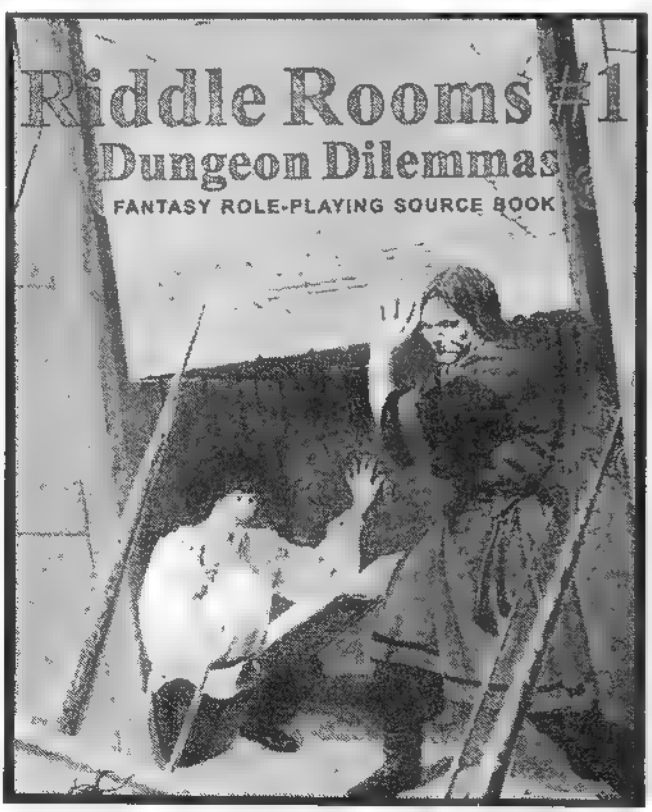
From my experience in both the military (in peacetime and in Desert Storm) and in law enforcement, I can attest to the accuracy of the drawings and stats of many of the items in the book.

The book includes a detailed section on ammunition types and weapon damage, as well as a section of firearms combat in the Palladium system. All of the equipment in the book is written up in a format that is easily convertible to other game systems, making this book a valuable to any gamer's library, even if they don't play Palladium games. This book is definitely the best modern weapons book to come along since *GURPS: High-Tech*.

My recommendation? What little the book lacks in exacting detail, it makes up for in its versatility. I enjoyed the read (granted, I am a gun nut) and I am happy to make this an addition to my game book collection. If you're looking for a weapons book and more, head down to the nearest game store and demand a copy of The Compendium of Contemporary Weapons.

## Millenium's End
### Chameleon Eclectic RPG System
### Reviewed by Dirk DeJong

**Millenium's End** is one of the lesser known candidates in a recently repopularized genre in role-playing — pre-holocaust gaming. With a combination of a rather unusual background, and a combat system


## Riddle Rooms #1
## Dungeon Dilemmas

You discover this arcane riddle in a crumbling tomb:

*I sleep by day*
*And fly by night,*
*The moon hides me*
*From mortal sight.*
*Reach for me*
*But always fail.*
*Trust in me*
*When you set sail.*

Solve the riddle and the treasure is yours, fail and you face certain death!

**Riddle Rooms #1 — Dungeon Dilemmas™** is a sourcebook for use with any Fantasy role-playing system. It contains twenty illustrated rooms, each posing a riddle or challenge. Some are deceptively simple; others are fiendishly complex. These rooms are for you to add to *your* dungeon, using your system and your characters.

Look for Riddle Rooms #1 and other Cloud Kingdom Games products at your favorite game store or in many mail order game catalogs. For information call 1-(800) 9CLOUDK or write:
Cloud Kingdom Games, Inc, 3405 Penrose Place #205A Boulder, CO 80301

unlike any other RPG's, Chameleon Eclectic has produced a niche game for the discerning role-player.

In this game, you play an investigator with Blackeagle/Blackeagle in the year 1999. Your employer has the reputation of being able to do anything, for a price. As such, your assignments can range from simple investigation to retrieval of objects and people to termination with prejudice. A halfway inventive GM can make this game last a long time without going stale.

The background is both a good and a bad point as it's only 5 years down the road. On the good side, you have a more complete knowledge of the background than otherwise. On the bad side, what do you do when 2000 AD rolls around? Other games of this nature (Price of Freedom, the original version of Fringeworthy, and Morrow Project) have also suffered from having real life catch up with their made-up timeline. While this is not as critical in Millenium's End, you should be aware that there are some postulated events which have a crucial role in this game, like the essentially final disintegration of the inner cities, and a major end of the century depression in the United States.

Your characters are built using a skill and stat combination, with skills being what you use in most, non-emergency situations. To keep the costs down, and provide a more realistic backgrounding, you can buy skill packages at a discount. This is not entirely a freebie as there are some catches such as not being able to buy packages with overlapping skills.

The combat system is unusual as it features the return of clear overlays. In this game, you pick the correct overlay, set it on the appropriate body template (the GMs screen has a large assortment of extra templates, including one for animals), give it a random twist and roll the die. The higher the number you roll above your modified to hit number the closer you get to hitting exactly what you aimed for. As an example, if you needed a fifty-five to hit, and rolled a sixty-five, you would look for the 10 mark The 10 spot is farther out from the center of the overlay the further you are from the target. At long range, you might find yourself aiming for his chest and potting his kneecap. If you had rolled an eighty-five or above, you'd have him dead in your sights While unusual, somewhat time-consuming, and requiring the overlays and templates to play, this does make for a more realistic combat than most games today. The rest of the various combat subsystems are equally unusual and deviating from the norm, ranging from how damage is handled to how hand-to-hand combat is conducted.

*Chameleon Eclectic* has also released a number of support products for this game, such as the **Operation's Policy Handbook** and the **Tactics & Investigations Handbooks**, both of which are written in a fashion consistent with them actually being published by BlackEagle/BlackEagle and covering those items needed to keep you from barging in and getting killed. These offer good advice, even for real situations and are worth the money.

So, how does **Millenium's End** stack up? Once you've gotten used to the combat system, it's not a bad little game. For those who've wanted to play what-if in modern day society, without having to play strictly mercenaries (as in *Merc 2000* by GDW) this is one of the best choices around. While only a niche game, due to a combination of it's combat system and it's background, for those who've been looking, this could be what you've been hunting for.

## Legendary Lives
**Marquee Press**
**RPG System**
**Reviewed by Chris Pramas**

***Legendary Lives*** is the flagship fantasy game of Marquee Press. Originally released in 1990 in two separate books, Marquee Press has just released a second edition of the game in one volume. The new edition revises and expands on the first edition and incorporates all the material from the *Societies Sourcebook*. What emerges is a solid and, in places, innovative fantasy RPG that may just tempt some players away from the old standards. It's game that is determined to take the high fantasy concept and make it work one more time. And I don't think any of us can deny that high fantasy still has a certain charm.

The game begins, like most RPGs, with rules for character creation. The fare here is pretty familiar. Players have twenty-six races to choose from (although eleven of these are humans of different cultural backgrounds). Race determines the characteristics and beginning skills and each race also has a special ability. Gypsies, for example, are able to tell fortunes while Dwarfs can smell treasure. Each of these special abilities can be used from two to five times a day, depending on the ability. While this mechanic generally works, the fact that Avians can only fly five times a day seems a bit silly. They do, after all, have wings and should logically be able to fly whenever they damn well please.

In any case, once race is chosen and attributes determined, a character type must be picked. There are twenty-three non-spell using types and fourteen spell using types. Non-spell users range from Acrobat and Merchant to Assassin and Soldier. Spell users include Alchemists, Druids, Necromancers, and Witches. Any character type can be chosen as long as certain characteristic minimums are met. Characters then receive more skills and another special ability. Some of these, like the Duelists' disarm, are more sensibly usable as often as desired.

Religion is next. After laying down the basic rules on devotion and miracles, the book continues with descriptions of the religions of all the races. This chapter is particularly excellent and has many novel ideas. The religions really fit the character of the races and also help to define the races even more. The short myths that lead off each religion are especially good at adding depth and setting the appropriate tone. The only letdown in this section is that the Norse and Celtic pantheons are more or less lifted as is, and put into the ***Legendary Lives*** game world. I would have preferred more of the outstanding original work to another rehash of earthly mythology.

The next step in character creation is making a character history. Chapter 5 is a series of charts and suggestions to help players along. Of course, there will always be those players who know just what they want to be and just what their history is. These players may be excused. Others may enjoy what is to come. Basically, ***Legendary Lives*** uses a Lifeline system similar to that found in *Cyberpunk* to determine key elements of characters' pasts. Players can live by the dice rolls or use them as a stimulus for ideas. Some results even give bonuses to skill use Then again there is the dreaded mental illness subchart. In the end, of course, it should be up

to the player to determine their character's personality. Saddling someone with schizo character against their will is not what this chapter is trying to foster.

Finally, characters are given some "free" skills to allocate as they will, and money to buy equipment. Money can also be used to buy additional skills, which seems a bit arbitrary. Personally, I would buy as many skills as I could to start Armor is easy to acquire – skills are not. I also had a bit of a problem with the games nomenclature. Characteristics are called "base skills" and skills, which are based on characteristics, are called "specialties." The confusion deepens when the word skill is sometimes used in referring to a specialty, and there is even a chart of specialties called "Skills and Base Skills." I don't see any need for this and it reminds of bit of *Dangerous Journeys*' insistence on giving new names to old standards for no particular reason except to be different.

Characters are now ready to play and the last two chapters of the player's section are devoted to explaining the basic mechanics of the game. The linchpin of the system is the Action Results Table or ART. The chart is easy enough to use. A percentile roll on the appropriate skill level will yield one of ten results from Catastrophic to Awesome. Most tasks are successfully completed on a result of Passable or better. The GM can assign bonuses and penalties and these are usually column shifts (taking a result from Good to Great for example) rather than percentile bonuses. Characters have a chance to increase specialties when they roll a Catastrophic or an Awesome result, effectively learning from their greatest failures and triumphs. Experience points, called "inspirations points" in ***Legendary Lives***, can also be used to increase specialities.

Interestingly enough, the magic system works neatly into this system. The first edition had a clunky power point system with limited spells, but that has been thrown out and replaced with a new system that is elegantly simple, yet surprisingly flexible. Instead of having particular spells, characters have specialties like Air Mastery and Summoning. These are ranked like any other specialty. When a spell caster wants to achieve a particular effect, they describe exactly what they want to do. The GM then decides how many of their specialty points it will cost. This is often zero, but gets higher the more difficult the spell is. After adjusting the skill down to reflect the cost of the spell, the caster then rolls on the ART. A passable or better means the spell worked. Used specialty points only come back at the end of an adventure after weeks of study and rest. This gives the GM tremendous flexibility in determining the power level of the campaign. In a magic-heavy game most spells would cost zero and spell casting would be common. A restricted campaign would have most spells cost something and spellcasting would, subsequently, be a lot rarer. The other nice thing about this system is that characters can attempt truly impressive feats of sorcery if they are willing (or desperate enough) to pay the price.

Combat I have left for last because it overlaps with perhaps the freshest thing about ***Legendary Lives***. I am referring to the game's "semi-diceless" nature. However, since the meaning of semi-diceless is not immediately clear, allow me to explain. In ***Legendary Lives*** the GM does not roll any dice at all. Not one. The GM's job is to stage the story so the system is set up to give the GM maximum flexibility. It does this in a rather clever way. Instead of giving NPCs a rating in a specialty, they are given a result and can perform any action successfully that would require that result or less. For example, a Gargoyle has the fly specialty at Good and flies accordingly. This saves the GM untold die rolls.

There are separate combat systems for players and NPCs. Players have a different level of defense in each of six body areas. These levels are determined by stats and armor. NPCs attack a location and then the player must resist the attack with the appropriate defense. For example, a Giant attacks a character with its fists (Good damage). The player rolls the attack location and it comes up head. The character must now resist a Good punch with his head defense. The worse he fails the more damage is taken. One thing I noticed about this system is that it is impossible to kill a character outright. The worst blow will take them to critical, which still requires a coup de grace to finish the poor slob off. This gives allies a chance to intervene and is appropriate for the high fantasy tone of the game.

Attacking NPCs is a much simpler proposition. There are no hit locations. They simply have a number of defense levels. The players attack using the ART and when all the defense levels of the NPC are gone, they are dead. The only problem I see with this system is that NPCs always perform the same. That dragon will always achieve a Superior result with its bite. There is no chance for NPCs to screw up. The GM, of course, is free to alter this if the situation warrants it, but some players may feel this is too arbitrary. I think this is very small problem, however, and any mature group should be able to trust their GM to make the right choices.

The rest of the Referee's section is filled with standards: monster stats, magic items, special herbs, and two short adventures. This section also contains another wonderful background chapter, this one focusing on societies – secret and overt. Like the chapter on religion, this is chock full of good ideas. Finally, there is a map of the ***Legendary Lives*** world and a brief description of the world.

Overall, I found ***Legendary Lives*** to be an excellent game. It's especially nice to see a game that really is a complete game. This book contains all you need to start playing ***Legendary Lives*** and is not designed to make other supplements a necessity. I appreciate that. I wish I could say that I appreciated the art, but I'm afraid I'd be lying. The interior art is really terrible, but otherwise the book is well-produced.

***Legendary Lives*** was written Joe and Kathleen Williams, and the text makes an effort to be accessible to women (something else I appreciate). But despite the fact that the "she" pronoun is used throughout, some of the art is really cheesy and sexist, especially the picture of a Draconian getting ready to sacrifice a naked women. I think this is probably due to the high fantasy nature of the game and perhaps the Williams' thought this art appropriate to the genre. Nonetheless, I think the game's heart is in the right place, so forget you ever saw the incredible layout and art in Underground and go pick up ***Legendary Lives***.

## Devil's Children
**Pagan Publishing**
**RPG Adventure/Supplement**
**Reviewed by Mark Arsenault**

This is the latest of Pagan Publishing's adventures for *Call of Cthulhu*. Written by David Conyers, David Godley and David Witteveen, the fifty-two page square bound book sports a cardstock, four-color cover (an improvement over their *Grace Under Pressure* book).

The adventure was originally run as a two part tournament-style adventure. It was subsequently developed into a regular adventure book. The adventure takes place in two time periods: 1692 and 1992. Players will each play the parts of two different characters, pregenerated for this adventure. This sounds entrapping at first, but the authors make it work well. For the benefit of those who wish to run, or play in this adventure, I will say only this about the plot – Part One deals with witches in 1692 Salem, and it makes a lot more sense once you are playing Part Two!

The cover art, by Anson Maddocks, features a crow flying through breaking glass (apparently a window). Character illustrations are on par with any of Chaosium's *Cthulhu* books.

The most interesting thing about this book, and the most questionable, is the actual subject matter. The adventure deals directly with the connections between Nyarlothotep and Satan. Some events are quite violent or evil (Pagan Publishing is not known for sugar coating adventures).

An interesting disclaimer appears on the back page, seemingly designed to avoid inflaming either Wiccans or Christians (although more so the former). I feel that it read more as a political commentary, and was a bit biased in that some of the comments about Wiccans could have been repeated for Christians, but weren't.

Still, political commentary aside, the adventure is intriguing. Many horror gamers will find it both challenging and entertaining.

My recommendation? If you are a mature gamer looking for a break from the typical *Cthulhu* "PC per adventure" mortality cycle, this book is worth a look. But keep in mind that this one is not filled with caring teddy bears or blue short people! ❑

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# BOARD WALK

**History of the World**
Avalon Hill, $35.00
Historical Board Game

There are few constants in this world death, taxes, and Avalon Hill board games. Unfortunately, with the lack of interest in board gaming the gaming community has shown recently, there hasn't been any significant development in board gaming for years now. I've been hoping this was a transitory stage, as the industry flirted with role-playing, computer gaming, and boxed miniatures games each in their turn but, until the end of 1993, there wasn't anything to make me believe the industry had started to pay attention to board gaming again. History of the World is, I hope, a harbinger of many more good things to come.

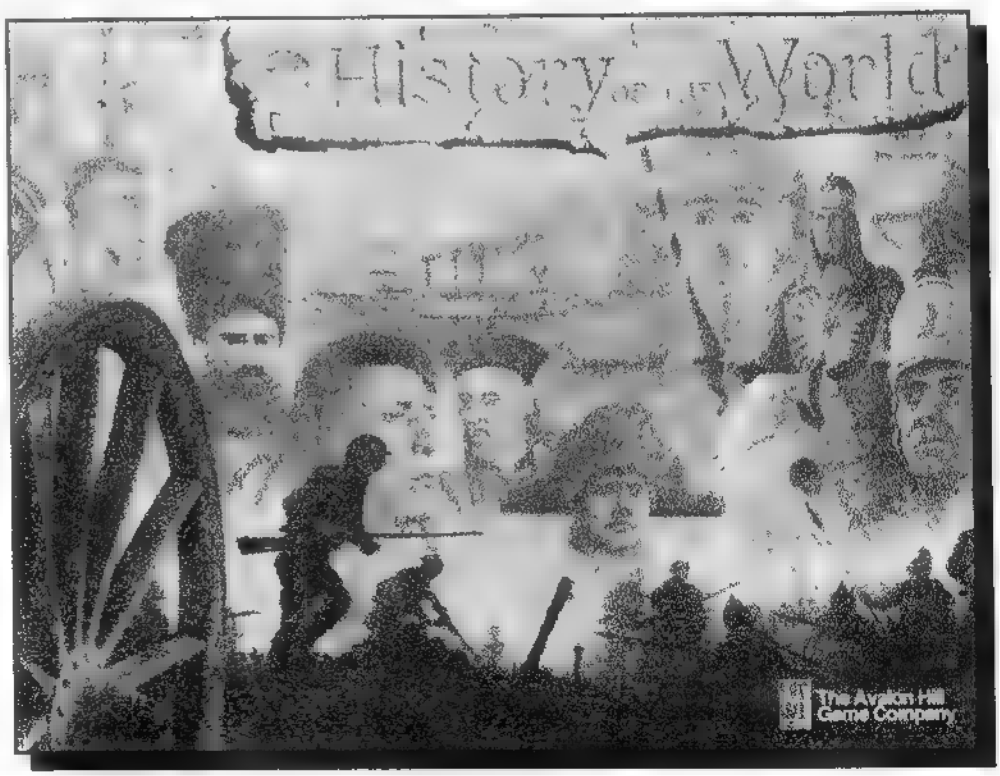
A simple well-designed board game, History of the World combines parts of Risk, Diplomacy, Axis & Allies and other "family oriented" board games to create an addicting blend of the playable and the educational. Believe me when I say it's addictive — the first night we played we didn't realize what time it was until sometime after 3:30 AM.

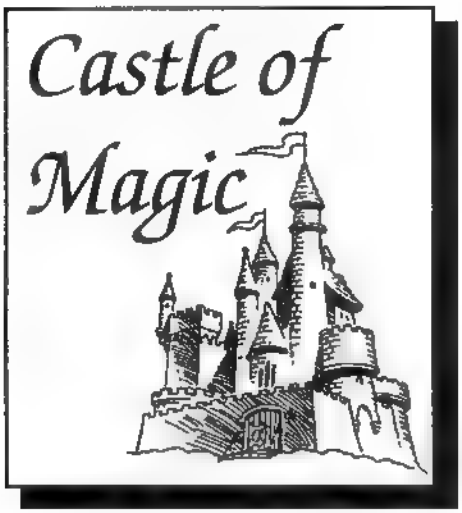
In this game, you get to play with the history of the world (hence the name — cute, huh?) but not in the sense you might think after having played Risk or a traditional AH board game. The designers took history from the Sumarians till World War I, dividing it into seven epochs. Each epoch includes seven empires which, with the maximum number of players being six, gives a certain degree of randomization in every game along with the high degree of historical accuracy. Each empire is given a starting point, which seas & oceans they historically controlled, and a strength rating, ranging from 2 (the Aztecs) to 25 (the Romans). Each player chooses a color, coded with epoch symbols, so you know which empire you're playing at that moment. You also deal out a number of event cards which can do anything from starting an earthquake to declaring a jihad to bringing in a minor empire. Since there are more event cards than can be dealt in a game, this adds another element to the possibilities that keep this game fresh after many plays. Proper play of these cards can make a huge difference — just watch someone play the Romans with advanced weaponry and religious fervor.

On every turn after the first, players pick cards from weakest to strongest. You decide if you want to give your pick to someone else, or keep it. This method of distributing empires has two purposes: (1) it puts the strongest players in the position of getting the worst empires thus evening things out, and (2) it allows for strategies like keeping a player trapped in a corner. Once empires are chosen, play begins. There's a stated order of play, and you start by placing a counter in an adjacent country you want to overrun. If no one's there, you just take over. If someone's there, you roll 6-sided dice (attacker gets 2, defender 1 unless rules or cards change this). High die wins. If your enemy has more than one army, you repeat until either you take it over, you give up, or you run out of men. When you quit expanding and building monuments to your glory, you count your points. You not only count what your current empire controls, but what your former empires still control. This is part of the reason why strategy in giving empires is so important.

When it comes right down to it, History of the World isn't an earth-shattering breakthrough, but is a highly-playable, easily-learnable game most of the family will enjoy, and that can keep those of us who remember the heyday of board gaming happy as we snack on beer and pretzels and pretend we're changing the course of history. If you need a game you can play with your kids as well as your old college buddies, pick up a copy. It won't sit in your closet and get dusty, trust me.

Dirk DeJong






**Castle of Magic**
Riddle Master Games
Fantasy ◆ No Solitaire
Low Complexity ◆ 4-6 Players

*The land is in chaos. A monster is lurking in the castle. Mighty wizards have arrived hoping to gain the treasures within. Each has his own devious plan for the fate of the monster. Some compromise and work together; others work alone and are ultimately opposed. Which wizard will triumph? The challenge awaits in the* ***Castle of Magic****.*

So reads the teaser on the back of the box of this fantasy board game

In **Castle of Magic** players take on the role of one of sixteen different wizards — each with their own unique personal goals and stats. Players must obtain the *Item of Power* that fulfills their quest.

The adventure unfolds as players cast spells to gain power and discover the ever-changing secrets of the Castle.

The game has an element of diplomacy as wizards feel each other out to determine who will be their allies and who will be enemies. Alliances can lead to victory for each player involved so they must be made wisely.

The game comes in a box with a beautiful painting of two wizards engaged in combat. [Editor's note: we were unable to reproduce the cover for this review - the artwork on one of the game cards was substituted.]

In the box you will find: a full color game board depicting Castle Bondi; 16 Wizard cards with each wizards stats and goals; a 22 card deck of Secret cards; a 42 card deck of Move cards; a Crown, Amulet and Scepter playing piece; 6 colored playing pawns and talking chips; 2 dice; and a pad of 24 Tracking Sheets.

The object of the game is to retrieve the items of power (crown, amulet and Scepter) that were lost in battle at the Castle Bondi by the champions who were sent there to battle a terrible monster.

In addition to retrieving the items, the players must cast the Ritual Spell and vanquish the monster.

Things get interesting very quickly because players represent wizards from various guilds (Eagle Lords, Wolf Mages or Dragon Masters). Some of these guilds get along - others are bitter enemies.

Castle of Magic is fairly easy to learn - the rules are short and sweet and I found them to be well written and to the point. Most games last around 2 hours and more often than not - every one will be up to play another game immediately.

I would recommend this game to anyone who loves to pull out a board game every once in awhile. It would also serve as an excellent introductory game to introduce newbies to the world of role-playing.

Scott Johnson


## A Monster is loose in The Castle!

Will you try to banish the Monster? Will you try to control it to increase your powers? Or will you turn it against your enemies and make it eat another player? Be careful! If you lose control the Monster may rampage and devour everyone!

You begin the game with a fully-developed character complete with history and a complex set of secret goals. The other players know nothing about you and even you know only what your goals are, not how to achieve them.

During the game you must use your wits to discover who the other players are and what they want accomplish. If you can quickly identify your friends and form an alliance, you can win together! Guess wrongly and you could help your worst enemy win the game!

Castle of Magic is a role-playing board game for 4-6 players, ages 12 and up.

**See the review in this issue of Shadis!**

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Castle of Magic

# ZINE SCENE

## A Closer Look at the Small Press World

By Jolly R. Blackburn

I think the thing I like least about heading up this column is that it's always so difficult to narrow down my selection from the dozens of zines that come across my desk to merely five. I have to remind myself that there is plenty of time - that next issue I can cover the other zines. Still the process is difficult for me

In case you are wondering how I choose the line up for **Zine Scene** - I'm afraid there is little science or methodology to it. I simply try to offer variety.

I'll confess sometimes I'll push through a zine that I feel could use a boost in exposure — least it should fade from view like so many zines before. The path to the burial grounds of small press is a well beaten one.

Let me stress that you should write first before sending money to any of the publishers listed in Zine Scene. Be sure to enclose an SASE since most small press editors spend more money plying their craft than they take in.

To those editors who have already sent copies of their work to me and now anxiously wait to see it proudly displayed — I can only ask that you be patient.

Many of you have asked when we are planning on running an update of our **Other Rags Small Press Index**. We plan on running the index twice a year. The next update should appear in Issue #14 or #15.

### Networks

Publisher· PGCO
Editor: Scott Douglas
Frequency: Bi-monthly
Sample Copy: $1.00

This zine is the official newsletter of the *Player's Guild of Central Oklahoma*. It is about to finish up it's second year of publication and generally runs twenty-four pages.

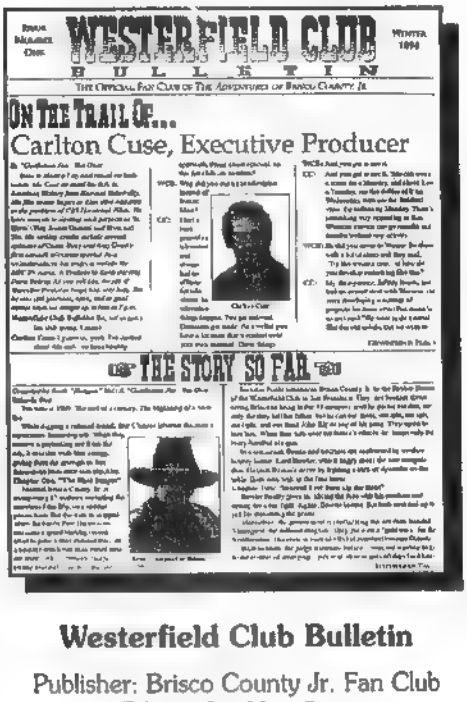
While roughly 50% of this digest sized zine covers the club's activities and notes, there are a fair amount of gaming related articles that would be of interest to all.

The issue I received had an Industry News section which was surprisingly up to date and on the cutting edge. A Sim City Card Game from Mayfair? It was news to me. There were also a good number of reviews on various game systems. (And though I'll deny it influenced me in anyway there was also a glowing review of SHADIS).

The main reason I chose to run **Networks** is because it's an excellent example of what a club newsletter can and should be. It's informative, humorous and put's a lot of information at a gamer's fingertips This zine also fondly reminded me of the early issues of SHADIS in look and feel.

If I were living in Oklahoma — I would definitely want to be involved with PGCO. From the looks of their newsletter this club is very active and doing some great things.

You can get a sample copy of ***Networks*** by writing to Networks, P.O. Box 75834, Oklahoma City, OK 73147




### Westerfield Club Bulletin

Publisher: Brisco County Jr. Fan Club
Editor: Jim Van Over
Frequency: Quarterly
Sample Copy: Free

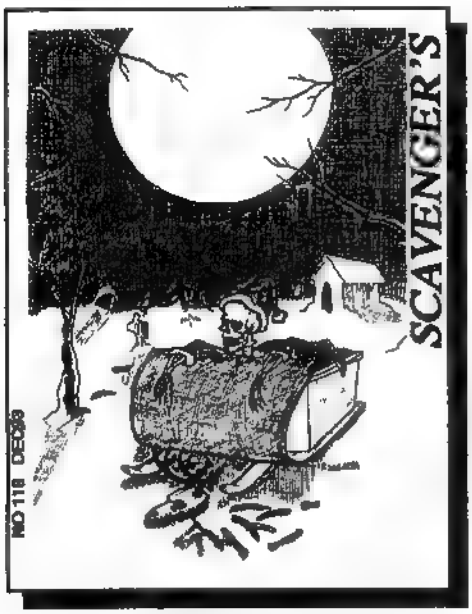
In issue 11 of SHADIS I wrote an article on the popular FOX television show, *Brisco County Jr.™*, allowing Gamemasters to incorporate the characters and setting of that show into their western role-playing campaigns. That article generated a tremendous amount of response. Many gamers even reported they have dusted off their old copies of *BootHill™* to play Brisco

As a result of that article I was made aware of the **Westerfield Club Bulletin**, the newsletter for the official fan club of Brisco County Jr.

Although it's not a gaming publication - it is a valuable source of information to those Gamemasters wanting more information on Brisco.

In issue 1 of the newsletter there is: an interview with one of the show's creators, Carlton Cuse; a recap of the Brisco saga (so far); *The Coming Thing* (write ups on turn of the century technology); Trivia; and my favorite, *Orbservations* (speculations on the power and nature of the mysterious orbs). I'm told upcoming issues will have interviews with the cast. I just hope they can corner Dixie Cousins! (sigh)

Here's a deal you can't beat — it's FREE! Just write to Westerfield Club, P.O. Box 4331, Santa Rosa, CA 95402-4331.




## Scavenger's Newsletter

Publisher: Janet Fox
Editor: Janet Fox
Frequency: Monthly
Sample Copy: $2 00

Ok, here's another zine that has absolutely nothing to do with gaming. I decided to include it because **Scavenger's** is a virtual treasure trove. It is a catalog of sorts that lists information on hundreds of small press zines which deal with Science-Fiction, Fantasy, Horror and Mystery.

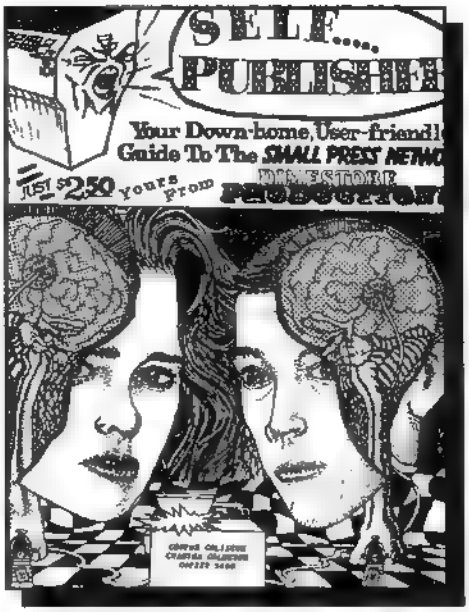
Are you a *Call of Cthulhu* fan and can't find enough Lovecraft? How about a zine called **Cthulhu's Heirs?** You say Vampires are more to your tastes? How about a nice little publication called, **Bloodlines?** No? Ok, how about an excursion into the shadows with, **The Dark Thirsty?**

**Scavenger's** will lead you to these and countless other publications. Guaranteed there is something for everyone in the vast world of small press.

Writers and artists will also appreciate Scavenger's because it reports on which zines are taking submissions and which ones are paying. **Scavenger's** supports the *Small Press Writers and Artists Organization* (SPWAO).

You can send a check for $2.00 payable to Janet Fox, 519 Ellinwood, Osage City, KS 66523-1329 to get your claws on a copy.

Please tell 'em SHADIS sent you.




## Self Publisher

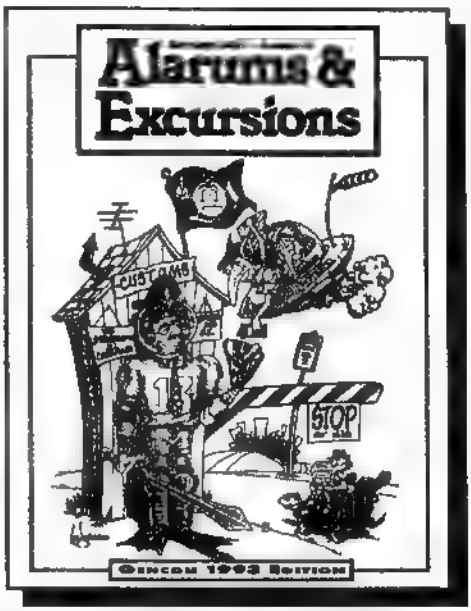
Publisher: Dimestore Productions
Editor: Ian Shires
Frequency: Monthly
Sample Copy: $2.50

This is another publication that strictly covers small press. This tabloid has to be considered the *'Lazarus Zine'* of the small press hobby. Since I first stumbled upon a copy in a game store in 1990 it has risen and fallen a hand full of times. Just when I think I'll never see another issue — one will show up at my door.

**Self Publisher** is none the worse for wear. Each incarnation looks a little better, a little more polished, than the last. If the **Zine Scene** has whet your appetite for small press publications this tabloid is a great place to find out more.

Ian Shires reviews dozens of small press publications every issue — from mini comics, game magazines, etc. I've always used **Self Publisher** to weed out promising artists from the small press world. You'll see the work of several dozen struggling artists scattered about the pages. This zine is also fascinating because of the interaction of various small press publishers you'll find in letters and articles. There is almost always a good feud or debate brewing.

I would strongly advise writing before sending any money and also include an SASE. Write to: Dimestore Productions, P.O. Box 360041, Strongsville, OH 44136




## Alarums & Excursions

Publisher: Lee Gold
Editor: Lee Gold
Frequency: Monthly
Sample Issue: Postage + $2.00

Several readers wrote to scold me for not overviewing **Alarums & Excursions** sooner. One reader even sent me his own copy of this popular publication.

A&E is credited with being the longest running role-playing publication in existence. It is an APA (Amateur Press Association) for role-playing enthusiasts to discuss and share ideas.

This zine is BIG - the one I have is at least a hundred pages and packed with articles on such things as the *Mechanics of Drowning, Contagious Diseases, World Building etc.*

Each issue has a theme or topic of discussion that was announced the previous issue. With over forty writers sharing their views - this can be some pretty interesting and enlightening reading.

The only drawback of A&E that I can see is that the new reader is likely to be lost since most discussions are carried from one issue to the next. It may take you several issues to catch up.

There are a lot of names in A&E that you will recognize such as Johnathan Tweet, Spike Jones, Michael Hopcroft, Nick Parenti etc.

For more information on how to get a copy send an SASE to Lee Gold, 3965 Alla Road, Los Angeles, CA 90066. ❑

# BITS N' PIECES

## Rumors, New Products, Etc.

By Mark Arsenault

### Lawyers & Lawsuits Part III: The Settlement

In a recent turn of events, TSR, GDW, Omega Helios, Trigee Enterprises Corp., and Gary Gygax jointly announced that a settlement had been reached in the two year lawsuit over the rights to **Dangerous Journeys**. TSR will acquire full rights to, and all back stock of, the **Dangerous Jouneys**. GDW ceased distribution of the game on April 1st. In addition, Mythic Masters magazine will no longer be published by Trigee Enterprises. Current subscribers will receive refunds on the balance of remaining issues.

All parties are satisfied with the agreement, according to the joint press release dated March 22nd. The fate of the **Dangerous Journeys**, as well as the continued support of the game, has not yet been determined. Just so DJ fans don't lose all hope, rumor has it that Gary Gygax will be working as a consultant with TSR on the DJ line.

### New Cyber Generation

Congratulations to Lisa and Mike Pondsmith on the birth of their new son! Kevin Cody Pondsmith was born on Saturday, March 5th, at 1:10 a m. Kevin weighed in at a healthy 8 lbs. 9 oz. Lisa and baby are doing fine, I'm told. Lisa has since returned to work and is catching up on all of that stuff that piled up on her desk.

### Staff Matters

• Not quite true is the rumor that the entire Mayfair RPG staff is gone, though almost all are. "Due to some restructuring within the company," said Doug Tabb, MGI Role-playing editor, "all but myself were, as they say, let go." Bryan Nystul has reportedly moved to FASA to work on their BattleTech line. Ray Winninger (creator of Underground) left MGI in January and is involved with a number of other projects. "I know you'll be hearing more from both of them," Doug said, "much to the benefit of the Industry."

• TSR has hired Paul Jaquays as a staff artist, and re-hired Larry Elmore as a staff illustrator. Artist Gerald Brom has left TSR to pursue independent projects

• John Tynes and most of the staff from Pagan Publishing are moving to Seattle, Washington. John Tynes is joining the staff of Wizards of the Coast, where he'll be working under Jonathon Tweet to guide and develop WotC's RPG line. "Pagan Publishing is coming with me, and so is most of the staff," John said. "At present, art director Dennis Detwiller and associate editors Brian Appleton and John Crowe are committed to coming." John assures us that Pagan Publishing will remain an independent, and very active, game publishing company.

• On a similar note, Ken Rolston has left Avalon Hill to join the design team for White Wolf's upcoming Wraith RPG (due out later this year).

• White Wolf Magazine has a new editor. Ken Cliffe has taken the reins from Stewart Weick, who has moved to WW's book department.

• George Vrbanic (creator of our own Shad & Gameweaver) has put on a new hat as art director for the upcoming Alderac Anthology and the Alderac comic book.

George is also working on an comic strip revealing the origin of Shad and Gameweaver and just how they happened to be at the SHADIS offices.

• Speaking of the Alderac comic book — that project has been placed in the competent hands of Edwin Millheim.

### New Zines

• **The Deulist** has recently hit game store stands. **The Duelist** is the official publication of the Deckmaster's tournament organization, *The Duelists' Convocation*. The quarterly mag covers the increasingly popular collectable trading card games and offers card discussions, collecting info, tournament news and interviews with *Deckmaster* designers and artists. **The Duelist** is available at your local retailer for $3.50 per issue. Annual subscriptions (four issues) are also available from *Wizards of the Coast* for $10.

• Also, look for **Legends**, the newszine support for **Darkurthe Legends** and other products by *Black Dragon Press*. The newszine contains new spells and monsters, a Q&A section and more. Issues are available from BDP for $2. For more info, contact Black Dragon Press at their new address: P O. Box 362, Logan UT 84323-0362; or call (801) 755-9188.

• **RuneQuest Adventures** is a new fanzine for RuneQuest fans from John Castellucci, with help from Stephen Martin. RQA comes recommended by Ken Rolston, of AH Game Co. "This zine concentrates on adventures," Ken stated, "and [it] features a lighter tone than [other RQ fanzines]." The zine will run you $5 per issue. For more info, contact: RQ Adventures, 2006 22nd Ave., San Francisco CA 94116; or send e-mail to Grendel@sfsu-fax1.sfsu.edu.

• A new horror/sci-fi fanzine has been announced by the publisher of TGC - namely, yours truly. **Unearthly Knowledge** will be published quarterly and will cover the horror and sci-fi genres. TGC will narrow its focus to concentrate on the industry. For more info, send a SASE to: Gold Rush Games, P.O. Box 2531, Elk Grove CA 95759-2531; or you can send

e-mail to your truly on AOL (TGC Editor) or via the Internet (TGCEditor@aol.com).

• Yet another fledgling fanzine has entered the home-published zine fray. Bid welcome to **Infinity 'Zine**, a general gaming fanzine from Ian Parmenter. Issues are $1 each. For more info, write to: Infinity 'Zine, 23 Greenbriar Rd., New Ipswich NH 03071.

## Updates

• The **World Builder** fanzine has moved, and is now published by *World Builder Press*. Ah, success. You can contact TWB at: P.O. Box 7196, Bonney Lake WA 98390-0932; (206) 897-6182.

• **The Gamer's Connection** has also moved. While the zine has received a tremendous response from the ad and review in SHADIS #11, mail is being forwarded and therefore being delayed. The new address for TGC is: P.O. Box 2531, Elk Grove CA 95759-2531. In addition, TGC is now published by Gold Rush Games rather than M.T.A. Graphics.

## Top Laser '94

GDW announced their **Brilliant Lances Tournament** for the summer '94 convention season. The tournament will decide who is the best *Traveller: The New Era* ship designer, as well as the best ship commander. The winning ship designers will win a Top Laser plaque and their design will be published. For full details, send a SASE to: Top Laser '94, c/o GDW, P.O. Box 1646, Bloomington IL 61702-1646; or you may contact them via GEnie (GDW.Support), AOL (GDW Games) or via the Internet (GDW.Support@GEnie geis.com).

## GM'S Cookbook

J. Steven Coleman is putting together a handy guidebook for all gamemasters. The Gamemaster's Cookbook is organized into ten sections of comments, tips, warnings and opinions, and so on. The book is scheduled to be released in time for GenCon '94 If you'd like to send in a submission for this book, write to: J. Steven Coleman, P.O. Box 12631, Berkeley CA 94701-2631 You can also contact him via e-mail on GEnie (J Coleman21), AOL (RadioJoe5) or the Internet (RadioJoe5@aol.com).

## Cold Lead

With the departure of Loyd Blankenship, it seems that SJ Games has put Hot Lead on the back burner. Steve Jackson himself is said to still be writing the game, but his current duties also include editing his company's other lines. I wouldn't expect Hot Lead to be out any time soon. Of course, if this changes we'll let you know.

## Digital Gaming

• Interplay Productions, Inc. (creators of the Star Trek 25th Anniversary, Castles and Battle Chess computer games) has reached an agreement with Steve Jackson Games to develop a GURPS computer role-playing game.

• Travis Williams, formerly of White Wolf, is said to be working for GameTek, a computer game company. Maybe he'll also work on the rumored Vampire computer game. Hmm...

• Just in case you all hadn't heard, the Champions CRPG will be distributed by GameTek, not Konami. GameTek is the distributor of all of Konami's games, and will be the publisher/distributor for the Champions game as well. No word on a release date for the game, although Steve Peterson of Hero Games has said "we will announce a release date a few weeks before the game is actually released."

• *Goldtree Enterprises* creators of the revolutionary and well-received computer program *Kingspoint* is busy at work on the first licensed Alderac™ product, **Soult Tet: Grand City of Falcons**.

The product - based on the same engine that made *Kingspoint* such a success is expected to be released this summer.

## Cards O'Plenty

There is a new Arthurian card game due out this summer from *Ragnarok Games*. In addition, *TSR* is rumored to be working on a collectable card game based on their *AD&D* line. While we're at it, let's mention some card games under development by *Wizards of the Coast*, such as **Jyhad, The Dark** (booster pack) and the **Middle Earth Deckmaster** game. Of course, that's not to mention the recently released card sets: *Antiquities, Legends*, at al. When will the madness end?

## Rumor Control

• Now, the last thing that I want to do is to start spreading unconfirmed rumors...unless, of course, they are simply too good to ignore. For instance, there may be a new **Hero System Almanac** from *Hero Games* this summer, which may include new rules for vehicles and bases.

• Everyone's heard about the 10th Anniversary edition of the **BattleTech Compendium**, due out for GenCon, I assume?

• Lictor fans take heed; the **Metropolis Sourcebook** is in the works. Look for a mid- to late-summer release on this one

• Now, **Mekton** fans may be happy to learn that *R. Talsorian Games* plans to publish **Mekton 3.** The book, codenamed **Mekton Zeta**, has no estimated release date according to company rep Mike MacDonald. Also, RTG has a "whole slew" of supplements planned for *Cyber-Generation*, called **The Documents of the Revolution.**

• *Pagan Publishing* may be reprinting their classic card game, **Creatures & Cultists.** John said, "Sometime in '94 or '95 we hope to do a new full-color version with more cards and the like... but that's a long ways off." Let's hope the stars are right, eh?

## Licenses Gained...

• *Crunchy Frog Ent.* has recently acquired a license from SJ Games to produce a Victorian era campaign book for GURPS, called (who would have guessed it?) **GURPS: Victorian.** Look for this one late this year or early next

• In addition, Crunchy Frog has also acquired world-wide rights to **Lace & Steel**, a role-playing game by Paul Kidd. Look for a new edition of this game late this fall.

• *Modern Myth Publishing* received a license from *Steve Jackson Games* to produce a supplement for *GURPS Supers*. The 48 page supplement, titled **GURPS I.S.T. Kingston**, will expand the *"International Super Teams"* background. The book, written by Robert M. Schroek (author of *GURPS Werewolf* and *GURPS Camelot*), will be distributed by *SJ Games*.

## ...And Licenses Lost

*TCC*, a Canadian-based company, will not be publishing licensed Champions

adventures after all. It seems that Hero Games has cancelled negotiations with TCC for reasons unknown. Hero Games rep, Steve Peterson, has said "we want to wait and see how well the Atlas deal works out before we [consider] any more licenses."

## The New 3rd Edition

SJ Games announced they will be reprinting the **GURPS Basic Set**, 3rd edition. This latest printing will include 18 new pages of rules in a rules appendix that will replace the *Caravan to Ein Arris* adventure. The revised edition will have the word "Revised" on the cover to set it apart from the previous edition. This same information, plus a lot more, according to SJ Games, will be available in the forthcoming **GURPS Compendium**, scheduled for release later this year.

## The RPG Graveyard

**Tales of the Floating Vagabond** is in an indefinite limbo," according to *Avalon Hill* rep, Ken Rolston. "Nothing is in production or scheduled for the foreseeable future."

Likewise, the line **Role Aids will** soon become history. In a settlement with TSR, Mayfair can no longer sell nor produce its famous **Role Aids** supplements designed for use with the AD&D game system. Products are still available from distributors, while they last. In addition, Mayfair's **DC Heroes** license expires around June. The last product to be released will be the **DC Technical Manual**.

## The Silver Screen

• The **Fantastic Four** movie has been scrubbed. According to our sources, filming was completed on the FF movie, but it was bought out by another studio and will now simply collect dust on a studio shelf, never to see release in the theater or even on home video.

• In a past column (issue #11) I told you that Tom Cruise was cast as Louis in the upcoming movie, Interview with the Vampire. I was in error. To set the record straight, Cruise has been cast as the vampire Lestat

• Highlander fans and Guns and Roses fans will soon have something in common. Axl Rose will reportedly make his big screen acting debut in **Highlander 3: The Magician**. The part is neither a starring role nor a cameo, but somewhere in between, according to our sources.

• More about **Batman 3**. The film will be less foreboding than Batman Returns, which was widely criticized for its violence. According to Warner Bros., both Batman and Alfred will have larger roles, and Alfred is slated to be a high-tech wizard. The film will also mark the first appearance of Robin, the boy wonder. "We're looking for a Robin for the '90s," said B3's casting director, "someone who's tough, sexy, rebellious." The film will also feature the villains Riddler (still rumored to be played by Robin Williams) and Two Face (Tommy Lee Jones is reportedly high on the wish list to play the latter role).

• Our other contacts in and about Hollywood inform us that a rather large and prestigious movie special effects company was approached about a certain fantasy film that was in preproduction, namely - the **Dungeons and Dragons** movie. Of course, things can still fall apart, but it looks as if D&D may yet hit the big screen.

• If you are a fan of FOX network's **Brisco County Jr.**, or **The X-Files**, you may be distressed to learn that as of this writing, FOX has yet to pick up either show for next season.

You can plea for a stay of execution for either show by writing to: Dan McDermott, Senior Vice President, Fox Broadcasting, 10201 West Pico, Los Angeles, CA 90064-2606

## Another One Bites the Dust

Nessie's image took a major blow recently. A death-bed confession given by one of the men responsible for taking world-famous photograph of the Loch Ness Monster in 1920 revealed the photo was of a toy submarine rigged with a paper-mache head.

Ironically, Nessie-Believers say the revelation is actually a step forward rather than a setback. They claim the famous photo had always caused them problems because it conflicted with virtually every other 'reliable' sighting of the creature. Nessie could not be reached for comment. ❑

## UPCOMING RELEASES

The following list of products is not exhaustive, and contains release dates and prices known as of the writing of this column

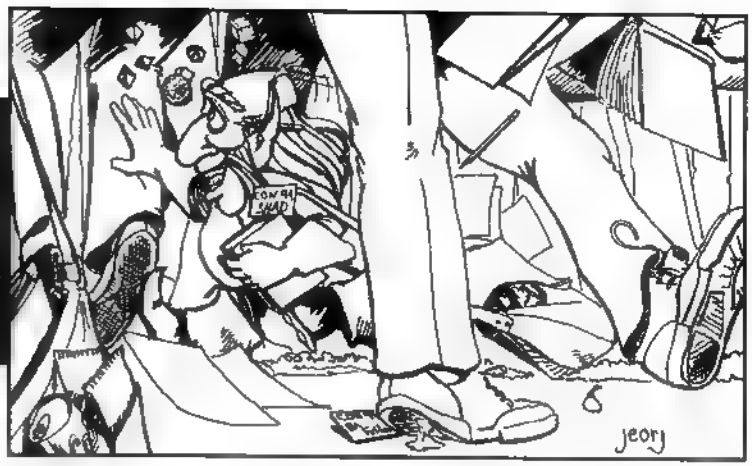
### May '94

**Chaosium**
Fate of Fools ($16.95)
Atlas of the Young Kingdoms ($16.95)
The Shug-Niggurath Cycle ($9 95)
Fate of Fools (Elric!, $10 95)
**FASA**
Technical Readout 3057 DropShips, JumpShips & WarShips (BS, $15)
Lone Star (SR, $18)
Double Exposure (SR, $10)
**Hero Games**
Corporations Sourcebook ($13)
Champions Deluxe Rules & Heromaker software ($50)
**Mayfair**
Undead: Army of Night ($25)
**Palladium Books**
Rifts Mindwerks
**TSR, Inc.**
The Classic D&D Game
The Complete Paladin's Handbook
Temple, Tower and Tomb (AD&D)
Marco Volo: Departure (FR)
Dragonlance & Otehr Worlds Calendar
Cities of Bone (AQ)
Ravenloft: New Edition
The Eternal Boundary (PS)
Metamorphosis Alpha to Omega (AE)
**West End Games**
Rebel Operatives (SW)
Star Wars Adventure Journal #2 (SW)
Infiniverse Update #3 (Torg)

### June '94

**Chaosium**
The Cairo Guidebook (CoC; $10 95)
The London Guidebook (CoC, $10 95)
Beyond the Wall (Pendr; $12 95)
**FASA**
Prophecy (ED fiction, $4 99)
Infected (ED; $10)
Tukayyid (BT, $15)
**ICE**
Minas Tirith Citadels of Middle-earth ($25)
Middle-earth RPG Poster Maps ($15)
**Palladium Books**
Rifts Mercenaries ($19 95)
**TSR Inc.**
Council of Wyrms (AD&D)
Deck of Encounters Set 2 (AD&D)
Thief's Screen (AD&D)
Priest's Screen (AD&D)
Fighter's Screen (AD&D)
Wizard's Screen (AD&D)
**West End Games**
Minis Battles Vehicles Companion (SW)
Paranormal/CTV (Paranoia)

# SHADIS CON-NECTION




## Your Link to Game Conventions

Welcome to the first installment of Con-Nection. In the past we tried to get away with running a puny, uninformative convention listing in the Market Platz. We figured no one would notice. Based on the letters we've received it appears that many of you aren't about to let us off so easily.

SHADIS has a policy of supporting conventions, both large and small. If possible we will try to have a SHADIS rep at conventions who request us to be there. We have an Issue-Give-Away program for convention attendees and we also sponsor tournaments and contests by providing free subscriptions, T-shirts and advertiser products. We also have a SHADIS DEMO TEAM which will run demonstrations of a wide variety of game systems and products.

Convention listings are free, dependent on available space on a first-come, first serve basis.

Convention Directors are encouraged to call John Zinser at (909) 371-7336 for further details on our convention programs.

## Convention Calendar

While every attempt is made to ensure the following listings are as accurate and up to date as possible - readers are encouraged to call or write for further information before making plans to attend.

### California

• May 21· **ManaFest Destiny** San Francisco, California (Magic the Gathering related) Write to: Jeff Brain at Khalsa-Brain Games, PO Box 170436, 415-985-5222,

• May 27 - 30. **Gamex' 94** at the Airport Hyatt in Los Angeles. Write to· Strategicon, P.O Box 3849, Torrance, CA 90510-3849

• May 27 - 30· **GamesCaucus II** at the Airport Hilton in Oakland, Calif. Write to· Trigaming Assoc., P.O. Box 4867, Walnut Creek, CA 94956-0867.

• June 4 - 12: **D-Day '94** at the Game Towne in Carlsbad. Write to· Game Towne, 2933, Roosevelt, Carlsbad, CA 92008

• July 7 - 10 **Origins'94** at the San Jose McEnery Convention Center. Write to· Origins '94, P.O. Box 3100 Kent, OH 44240. Or call 1-800-529-EXPO

• August 10 - 14· **Gamefest XV** at historic Old Towne in San Diego. Write to: Gamefest, 3954 Harney St., San Diego, A 92110

### Canada

• Apr. 29 - May 1 **Wizard's Challenge XII** at the Delta Regina in Regina, Saskatchewan. Write to: Ken McGovern, Wizard's Challenge, 2101 Broad St.; Regina, SK Canada S4P 1Y6.

• May 21 - 23 **ParadoxiCon II** at the Carleton University's Tory Building in Ottawa, Ontario. Write to: ParadoxiCon II, CUSC, c/o Student's Assoc., 1125 Colonel By Drive, Ottawa, Ontario, Canada K1S 5B6.

• May 27 - 30: **MigsCon XV** at the Holiday Inn, in Hamilton, Ontario. Write to: MigsCon XV, P.O. Box 37013, Barton Postal Outlet, Hamilton, Ontario, Canada, L8L 8E9

• June 10 - 12. **Terra Con 94** at the Coast Terrace Inn, 4440 Calgary Trail N, Edmonton, Alberta. Write to: Terra Con, 8834-93rd St., Edmonton, AB, Canada T6C 3T2.

### Florida

• May 13 - 15: **Oasis 7** at the Orlando North Hilton in Alamonte Springs, Fla. Write to: Oasis, P.O. Box 940992, Maitland, FL 32794-0902.

• May 27 - 30. **Warzone West '94** at the Holiday Inn Crowne Plaza in Tampa. Write to: Wolf Ent., P.O. Box 1256, DeLand FL 32721-1256.

### Georgia

• April 29 - May1: **Magic Carpet Con II** at the Holiday Inn in Dalton, Georgia. Send SASE to: Magic Carpet Con, P.O. Box 678, Rocky Face GA 30740.

• July 15 - 17: **DragonCon/ACE '94** Write to. DragonCon, P.O. Box 47696, Atlanta, GA 30362-0696

### Illinois

• May 5 - 7· **Spring Offensive IV** at the Illinois Central College in East Peoria, Ill. Write to: Dave Kinsinger, The Game Room, 116 Walnut, Washington, IL 61571-2646

• June 3 - 5: **IlliniCon '94** held at the Hendrick House dorm on the University of Illinois in Urbana. Write to: Urbana Gaming House, 904 West Green, Box 1801, Urbana, IL 61801.

• June 18 - 19. **CapitalCon X** at the Prairie Capital Convention Center in Springfield. Write to: John Holtz, 400 E. Jefferson St., Springfield, IL 62701

• February 3 - 5 1995: **Winter War XXII.** Write to: Don McKinney, 986 Pomona Drive, Champaign, IL 61821.

### Iowa

• October 7 - 9: **Quad Con'94** at the Palmer Alumni Auditorium, 1000 Brady Street, Davenport, Iowa. Write to: Game Emporium, 3213 23rd Ave., Moline, IL 61265 or call (309) 762-5577.

### Louisiana

• June 24 - 26: **New Orleans SF&F Festival** at the New Orleans Airport Hilton in Kenner. Write to: SF&F Festival, P.O. Box 791089, New Orleans, LA 70179-1089.

### Missouri

• June 24 - 26. **Archon 18** at the Gateway Center in Collinsville. Write to: Archon 18, P.O. Box 483, Chesterfield, MO 63006-0483

### Nebraska

• June 17 - 19 **Con-Tretemps 8** at the Ramada Inn in Omaha. Write to Con-Tretemps 8, P.O. Box 4071, Omaha, NE 68104-9998.

### New Jersey

• May 14 - May 15: **The Gamers Con** at the Hightstown American Legion Hall in Highstown, New Jersey. Write to: Shorecon Inc., 142 South Street, Unit 9C, Red Bank, NJ 07701-2216

• September 9 - 11 **ShoreCon'94** write to: 142 South Street Unit 9C, Red Bank, NJ 07701-2216

### New Mexico

• June 3 -5: **ConWest VI** at the Howard Johnson Plaza in Albuquerque. Write to: Weregamers Guild, SAC Box 48, SUB, UNM 87131

### Ohio

• May 13 - 15. **MarCon 29** at the Hyatt Regency in Columbus, Ohio. Write to: MarCon 29, P.O. Box 211101, Columbus OH 43321

### Pennsylvania

• May 14-15 **Organized Kahn-Fusion XII** at the West Enola Fire Hall in Enola, PA. Write to: M. Foner, 200 3rd St , New Cumberland, PA 17070

• May 27 - 30. **3-Rivers Gamefest '94** at the Airport Marriott in Pittsburg, Penn. Write to. Andon Unitd, 3-Rivers Gamefest '94, P O. Box 3100, Kent, OH 44240

### South Carolina

• June 9 -12· **FanFaire'94** at the Holiday Inn in Greenville Write to: Fanfaire Prod., P O Box 1801 Greenville, SC 29602-1801

### Tennessee

• May 27 - 29. **NashCon '94** at the Days Inn-Airport in Nashville, Tenn. Write to: Nash-Con '94, c/o Games Extraordinaire, 2713 Lebanon Pike, Nashville, TN 37214

### Texas

• June 24 - 26: **Dallas Game Expo '94** to be held at the LeBaron hotel in Dallas. Write to Dallas Game Expo, P.O Box 824662, Dallas, TX 75382.

• August 12 - 14: **Micro-Con IV** to be held in Northwest Houston. For more information write to Gamemasters, 8636 Hwy 6 N. Houston, TX 77095. or call 1-800-Tex-Game

### Virginia

• May 27 - 30: **Sili*Con** to be held at the Howard Johnson in Norfolk Write to: Sili*Con, 44 N. Armistead St. Suite 103, Alexandria, VA 22312

### Washington

• June 17 - 19: **WyvernCon '94** at the Skagit County Fairgrounds in Mt. Vernon. Write to: WynvernCon '94, P.O. Box 2325, Mt. Vernon, WA 98273

### Wisconsin

• May 14 - May 15. **Madison Games Con '94** at the Edgewood High School in Madison, Wis. Write to: Pegasus Games, 6640 Odana Rd., Madison, WI 53719

• August 18 - 21: GENCON at the Mecca convention center in Milwaukee. Write to: GEN-CON, P O. Box 756, Lake Geneva, WI 53147

❑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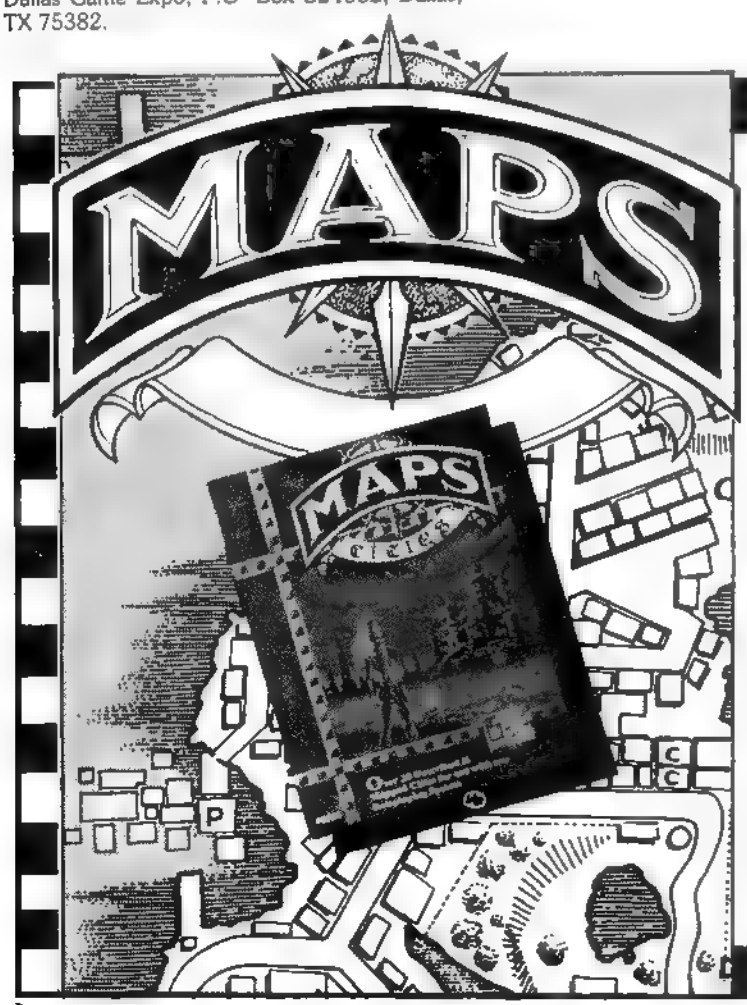


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# NEW PERSPECTIVES

## The World of Miniatures

By Ken Carpenter
B&W Photos by Don Witmer
Color Photo courtesy of Ral Partha Ent.

I'd like to thank the readers who sent letters or returned the Shadis survey with comments about how you enjoyed this section. For a couple of issues there I felt like I was writing in a vacuum. The only comments I heard were like the one appearing in last issue's letter section saying how the writer had no use for the miniatures section but could see that it might appeal to some people. I respect his honesty, but when that's all you hear, you might tend to question the meaning of life (in microcosm, as it applies to your column). I feel better knowing that there are a few people out there that enjoy this section and you're both invited over for lunch this Saturday.

KC

### T'Char, Dragon of Flame& Fury

Ral Partha's Sculptor's Row series
Sculpted by Sandra L. Garrity
#10-463 ◆ 25mm ◆ $49.95

Released over a year ago, this is one of the top 10 dragon figures of all time (in this reviewer's opinion). Sculptor's Row was a great idea and it generated some incredible figures/dioramas. Unfortunately, there hasn't been a release in this line for over a year - so what are you waiting for? Start a letter writing campaign to get them going again!

This twelve piece figure stands 8-9 inches when assembled and should enliven the most staid of miniature collectors. There are a few minor mold lines here and there but, considering the size of the pieces, they are very well cast

While many larger figures have to be painted in portions or stages, this figure can be completely assembled before you paint. To assemble it correctly you'll need to pin all the larger pieces to the body (legs, arms, wings and tail) and use epoxy putty to blend the pieces together, totally covering the joints. Painting should be a blast, since the detail is a tremendous help with washing and drybrushing.

T'Char is a tower of well proportioned dragon. While it is certainly a 'western dragon', the head of the beast has some hints of eastern influence. The detail work is incredible, from head to tail to wingspan. If you like dragons this is a must have for your collection

### Midnight

Ral Partha's AD&D line
Sculpted by Dennis Mize
#11-053 ◆ 25mm ◆ $2.15

Based on a character from TSR's 'Forgotten Realms' novels, Midnight joins the ranks of Dennis' fabulous females. Dennis does some of the best human figures around, with life-like features and excellent form.

With next to no flash or parting line, clean up will be a breeze on this figure.

*Midnight # 11-053*

The only rough spot is on Midnight's left boot, where a minor line cuts across the detail. Use minimal pressure with a half-round needle file and it should come right off.

Midnight has her hair gathered in a highly ornate hair net (not the kind the cook wore in the school cafeteria) that hangs down her back while her attire is quite formal, with bloused shoulders, lace sleeves and long gloves. Her gown is low cut in front and back, while a slit up the left side rises all the way to her hip.

The detail of feature is excellent, as is the tiara holding her hair net. The net itself has a myriad of small, semiprecious stones in the woven pattern. The staff is rather plain, but some painted detail will make up for that

## Mercenaries, Male & Female

Ral Partha's Shadowrun line
Sculpted by Tom Meier
#20-560 ◆ 25mm ◆ $4.00

The backbone of Ral Partha for many years, and now the heart of Thunderbolt Mountain, Tom Meier still does some great work with RP. This set of mercenaries is excellent - it amazes me to see what details can be supported with rubber casting molds.

With nearly nothing to speak of in the way of parting line or flash, you should be prepped and ready for painting in mere minutes.

Each is decked out in jump suit, riot helmet with goggles, protective torso armor and a light machine-gun complete with belted ammunition. These figures are the last thing your shadowrunner wants to be up against, though having them on your side...

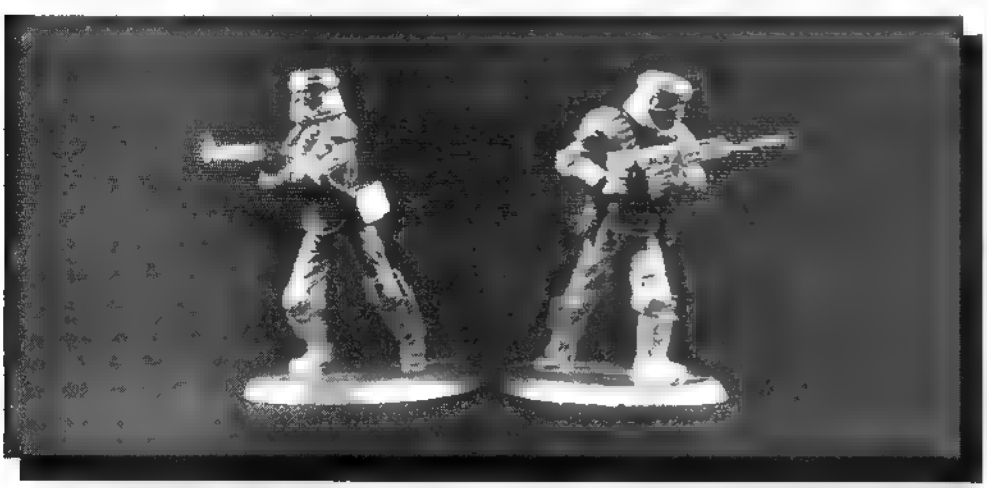
There are many things to praise about these figures; action poses, the level of detail on the clothing and equipment, and the facial expressions.

## Grey Seer Thanquol

Citadel Miniatures' Warhammer line
Sculpted by Jes Goodwin
#9051 ◆ 28mm ◆ $7.99

Jes Goodwin has really cut loose with the new line of Skaven figures for GW's Warhammer miniatures battle game. The new line is more detailed than ever, with all sorts of accessories to add more flavor to the army.

The parting lines on this figure are slight and should require little time or effort to clean off.



*Mercenaries, Male & Female #20-560*

*Grey Seer Thonguol #9051*

To list just a few of the details and accessories; staff with clan symbols, horned helmet, neck chain with rat head amulet, rope belt hung with Skaven symbol and talismans, scrolls in pouch, and all sorts of baubles, bangles and knickknacks.

Thanquol, a special character for the Skaven general, has an action pose and is well detailed, from hairy arms and chest to the whisker follicles on his muzzle. His hooded robes are tattered from the rough treatment of battle and tunneling.

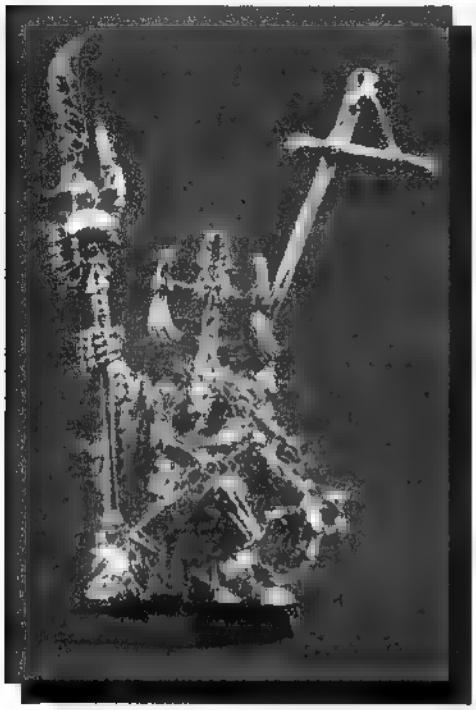
## Warlock Ikit Claw

Citadel Miniatures' Warhammer line
Sculpted by Jes Goodwin
#9042 ◆ 28mm ◆ $7.99

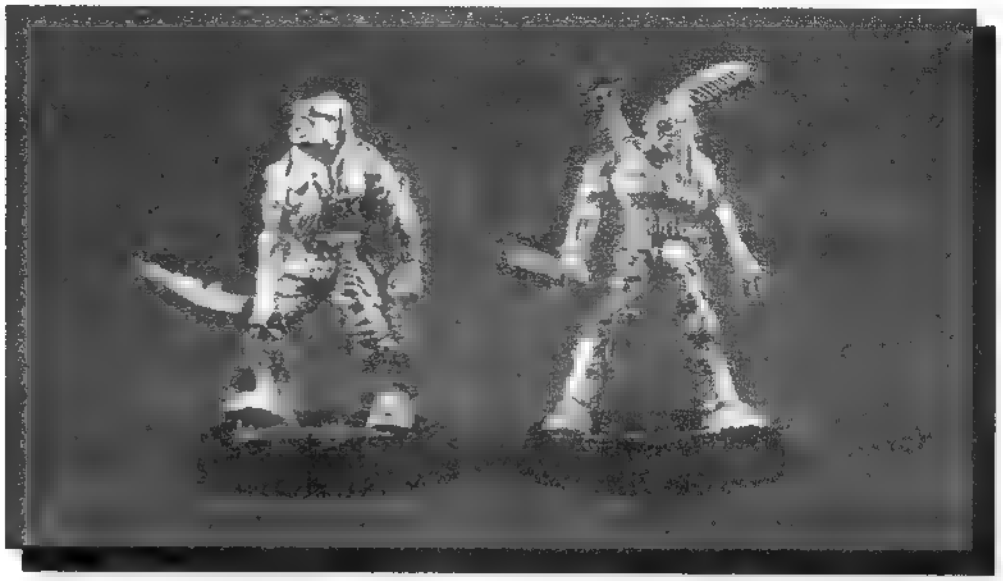
Ikit Claw, the Skaven warlock, is another special character for the Skaven army list. One of the stranger heroes in the army list, he has a mechanical arm, a 'powered' weapon and half of his face is covered with a metal plate

Parting lines show under arms and along his sides, but they are minor. Prepping shouldn't take long, which is good - you'll want to get right into painting this figure.

With his huge, dangerous looking mechanical arm, he has to have a power source. In this case, it's a large backpack with all sorts of canisters, kegs, tubes and hoses. From the pack extends a banner pole and clan symbol. The powered weapon also has fancy gizmos attached, giving it an H G. Wells techno-flavor.



*Warlock Ikit Claw #9042*



*Future Savage Slashers #1508*

Ikit is also decked out with pistol (for warp stone), sword, metal gauntlet and all manner of pouches and do-dads (not to be confused with baubles and bangles). The mechanical arm is a piece of work in itself, with bars, bolts pipes and hoses.

## Psi-Stalkers & Scouts

Palladium's Rifts line
Sculpted by Jim Johnson
#8020 ◆ 25mm ◆ $7.95

Palladium's numerous releases in the last few months has provided quite a selection of figures to Rifts players. With the heavy support from all sides, Rifts figures are bound to do well

These four figures, two psi-stalkers and two scouts, are pretty well cast with only a few worrisome parting lines. The woman has the heaviest lines, but they are easily removed with a half-round needle file.

The two scouts, male and female, carry assault rifle and machine gun. They have various accessories including swords, holstered pistols, belts, pouches and the male has binoculars.

With desert style head covering, long cloak and fur lined boots, the male scout is prepared for the weather. The woman is wearing pants and long-sleeved shirt with shin and arm guards. She also wears a dagger strapped to her upper leg.

The psi-stalkers are poised for combat, with a weapon in each hand. Simply clothed in pants and protective vest, one has leg guards while the other has boots.

*Psi-Stalkers and Scouts #8020*

## Future Savage Slashers

Grenadier's Future Warrior series
Sculpted by Mark Copplestone
#1508 ◆ 28mm ◆ $4.00

Somebody kept Mark Copplestone up for a whole weekend for a Mad Max marathon and when he finally got to sleep his nightmares looked something like these figures. Probably not true, but these figures are right out of a Road Warrior type movie.

Mold lines and flash are non-existent on these exceptionally cast models. With no clean up to speak of, you can get straight to the paints, which will be a blast on such interesting models.

One model has half his head shaved while long hair, from the other half of his head, flows down across his face. Equipped with two swords and long, metal blades along his left hand, fighting with this guy is just asking for a lengthy hospital stay. Embellishments include a studded belt, bedroll, shin guards, knee pad and a belt pouch. This guys musculature is very good, though his peck's may be a little exaggerated

The other slasher has to be modeled after Brian Bosworth, the two year NFL defensive player and would be movie star. The build and facial features are Bosworth all over, and I gotta tell you -

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Brian makes a great future savage! (It was a compliment, sir. Please don't hurt me!)

A nearly clean shaven head yields three pony tails and his face is in mid yell. Tattered clothes barely cover a hugely muscled body. He carries a sword, spiked knuckle-duster and has a knife strapped to his leg. The finishing touch for me was the one-legged teddy bear strapped to his belt in back.

### Mounted Knighted Lancers

Grenadier's Warlords line
Sculpted by Sandra Garrity
#1822 ◆ 15mm ◆ $6.50

For the 15mm fantasy miniatures game Warlords, these knight lancers are the core for a powerful mounted unit. There are six each of the horses and knights, randomly assembled from four horse figures and three knight figures (or so I gather based on the blister I have).

There are minor parting lines on all the figures but none are difficult to remove. Use a hobby knife to remove the tabs from the knights' feet and needle files to take off the mold lines.

While the detail on these figures would be above average for larger figures, it's excellent for 15mm figures. Each knight is armored in plate and armed with a lance. The horses all have scaled barding on their neck and some sort of head protection. The horses are in various action poses, lending a forward motion to most of the figures.

### Illusionist on Flying Carpet

Heartbreaker's Earthdawn series
Sculpted by Tim Prow
#344 ◆ 25mm ◆ $4.95

Tim's creative flying carpet is a great job of design and sculpting. The balance of the piece is surprising - I assembled the metal pieces and was able to just sit the figure in the plastic base without it tipping or falling off.

The figure has a few negligible mold lines that should take only a minute or two to locate and remove. The three piece figure assembles easily and requires no pins.

The carpet's top is covered with patterns surrounding a dragon in the center. The front and back edges are also fringed. On the carpet is an illusionist, crouching in a surfer's stance, who appears to be in the middle of a spell (possibly the spell which is keeping the carpet aloft?).

Details include a sword, belt pouches, a great rock formation, the talisman he clutches in his right hand and some jewelry. His boots also have a jewel setting and his open front tunic is fringed.

### The Black Knight

Thunderbolt Mountain's
Le Morte D'Arthur series
Sculpted by Tom Meier
#3021 ◆ 25mm ◆ $6.95

This series has been a favorite of mine because it has produced such fine knights and ladies of the Arthurian tales. The Black Knight is another gem.

As you have come to expect from T-bolt, there is little in the way of parting line or flash, so clean up is simple. There are a selection of weapons for Sir Knight, so you can arm him to your tastes.

The stance of the horse is exceptional, you can picture the brute skidding to a stop at his master's command. The detail of the horse is great and the blank shields that are part of its tack and harness will allow you to customize with your own selection of heraldry.

The knight, both foot and mounted, is armored in partial plate covered with a tunic. His shield, helm and tunic all bare a rampant lion, while a heart pendant hangs from the linked necklace about his throat. A loose belt of the same links hangs about his waist.

If a fault could be found it would be that the knight's legs appear a bit short for his body.

***Mounted Knighted Lancers #1822***

*Illusionist on Flying Carpet #344*

## The Empire ,
## Orcs & Goblins High Elves

Games Workshop's
Warhammer Armies books
Cost: $19.99 each

The Warhammer Armies books give complete backgrounds and details for the country/race that they are concerned with. In addition to backgrounds, they present new unit types, war machines or magic along with detailed explanations.

The Empire book discusses the history of the Empire from Sigmar, the founder, to present. It describes the geography, major locations and the politics of the Empire. War machines that are available to Empire armies, like the Helblaster Volley gun and Steam Tank, are discussed at length while special new rules, such as Detachments (smaller, support units that are attached to a larger regiment), are also explained

The authors have included a few pages on Empire tactics as well, to ensure that even the most novice player can begin to see the possibilities of this, one of Warhammer's most powerful and diverse armies. The tactics section is well written and includes numerous helpful hints for beginner and expert alike, especially with the new rules and machinery that has been added to this incarnation of GW's Warhammer Fantasy Battle

The last, and most important, part of the book details the characters and regiments that may be included in an Empire Army, as well as their cost. There are many special characters that may be included, each with their own suggested equipment and magic. Running an Empire army without this book is like equipping your regiment of elite Wood Elf archers with short bows - a bad move!

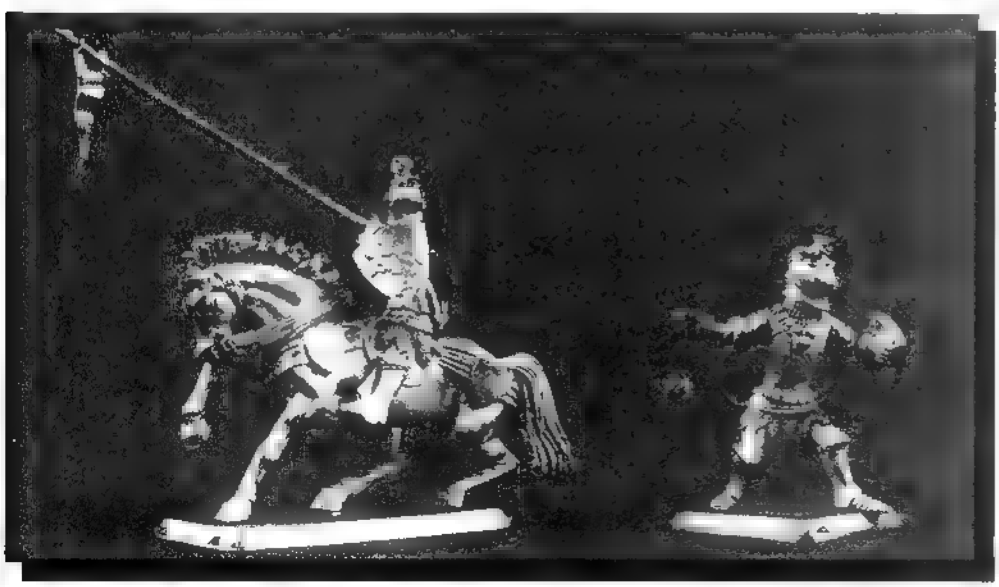
The Orcs & Goblin book is set up in much the same way, recounting as much of the recorded history as could be expected, detailing the animosity rules as they apply to an Orc & Goblin army and explaining the difference between a Forest Goblin Shaman and a Savage Orc Shaman (Shaman being the Orc equivalent of other races' wizards). Included is the new Goblin Doom Diver Catapults (affectionately called bat-winged loony lobber)

The tactics section for the Orc & Goblin army, written by Rick Priestly, is excellent. Having run an Orc army for about 3 years, I have made every possible mistake — and he has the nerve to warn everyone about them...FOUL! The suggestions and comments are very helpful from novice to expert general, even someone with my limitations managed to pick out a few gems

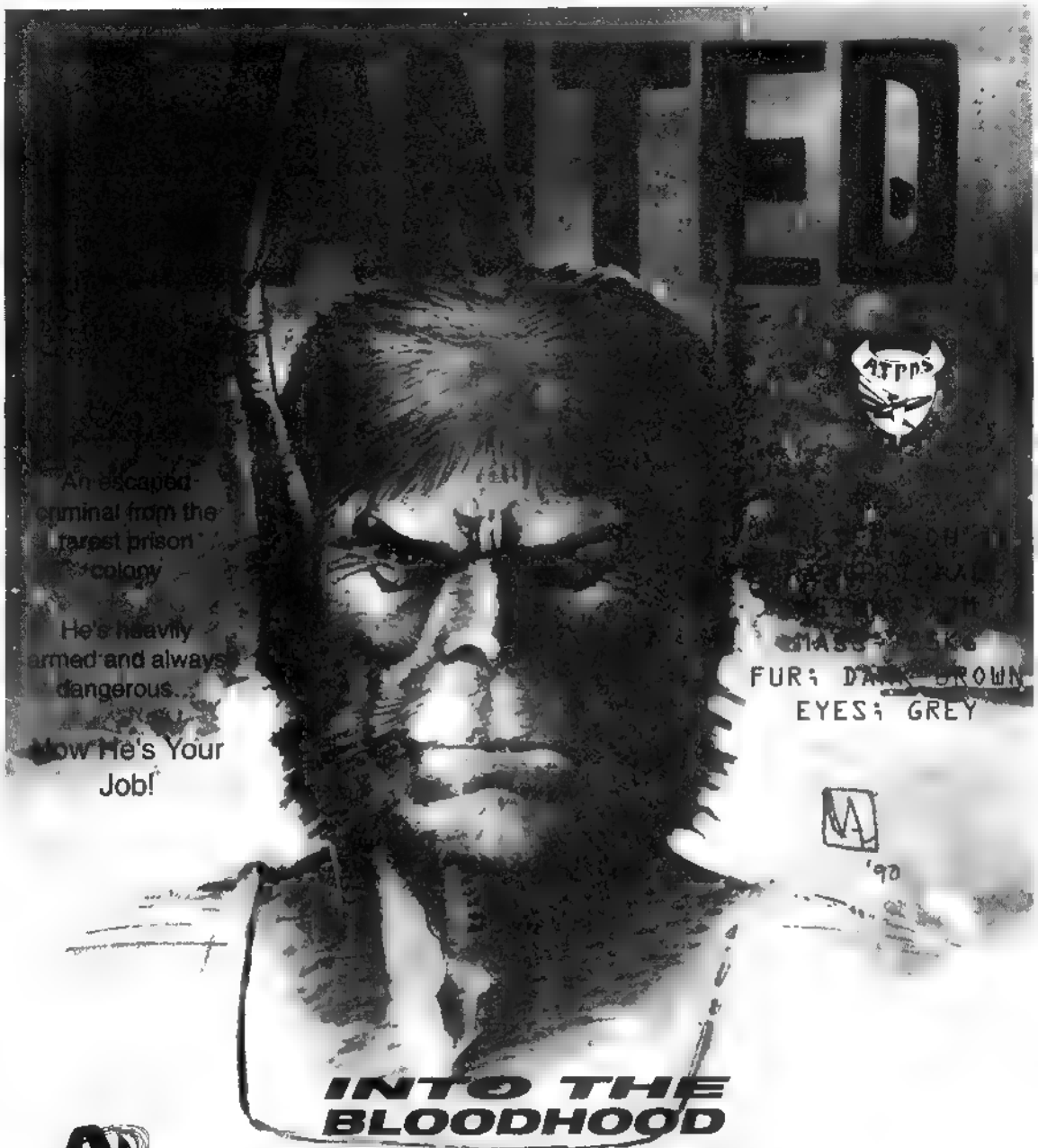
There is just about a full page for each type of regiment found in an Orc & Goblin army, including any special rules - like the fact that Black Orcs, and units lead by Black Orc characters, are immune to animosity. The army list section allows you to see every character or regiment type that is available to you, as a general, and the costs for each

There are also a number of legendary characters that may be selected as leaders for an Orc & Goblins army, as well as any special rules or items that apply to them A few of these allow you to get superior leaders, a must for an all Goblin army, or interesting magic items

The High Elf book shows where the land of the High Elves is in relation to the Old World (where the Empire and Orcs are), gives an extensive background and explains the elves' place in the world. It



*The Black Knight #3021*

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also gives brief outlines for each province in the elfish land of Ulthuan as well as any special information about the elves of that province.

There is a large section of the book which details the reign of each Phoenix King (one of the two central figures in elven rule). The Everqueen is the other major figure in elven culture and rule While he decides foreign policy and the focus of the elven society, the queen's impact is more cultural.

The section on High Elf tactics is very useful, giving an experienced perspective of the army in action. Even veteran players can benefit. Players tend to specialize in their type of army, so they always seem to figure out some neat, new trick to pass on.

You will find all the necessary material for putting the army together - all the character information and all the available regiments. There are some really powerful troops available to the High Elf army. Some of the hardest hitting cavalry in the game is found in this list; Dragon Princes of Caledor and Silver Helms. It also includes such incredible infantry troops as the Sword Masters of Hoeth, Phoenix Guards and White Loins of Chrace.

The High Elf list is one tough nut to crack. With both defensive and offensive strength in abundance, this could be the ticket to the best balanced army available (if the Orcs don't kick their butts! - ooops, that's the Orc general in me).

All three books are well organized so it's easy to find what you're looking for and they are excellently illustrated all the way through. There is a sample battle in each book, featuring the subject army in action. There is also a color section in each book with many photographs of painted figures, units, armies and as battle scenes

Owning your own list is a must but it isn't a bad idea to own the other guy's. If you know the enemy list you stand a better chance of figuring out how to deal with it.

❑

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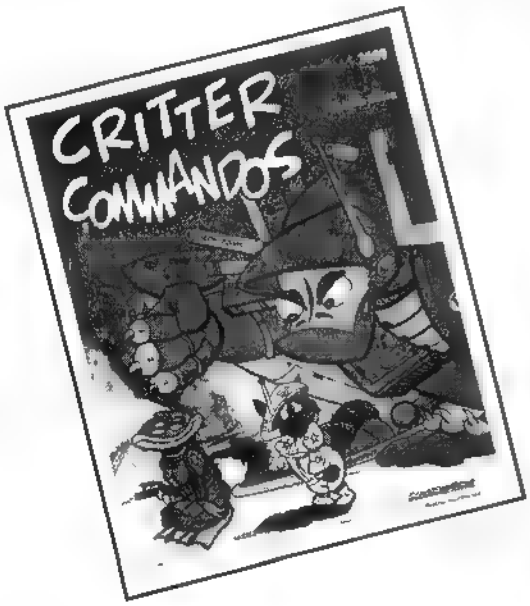


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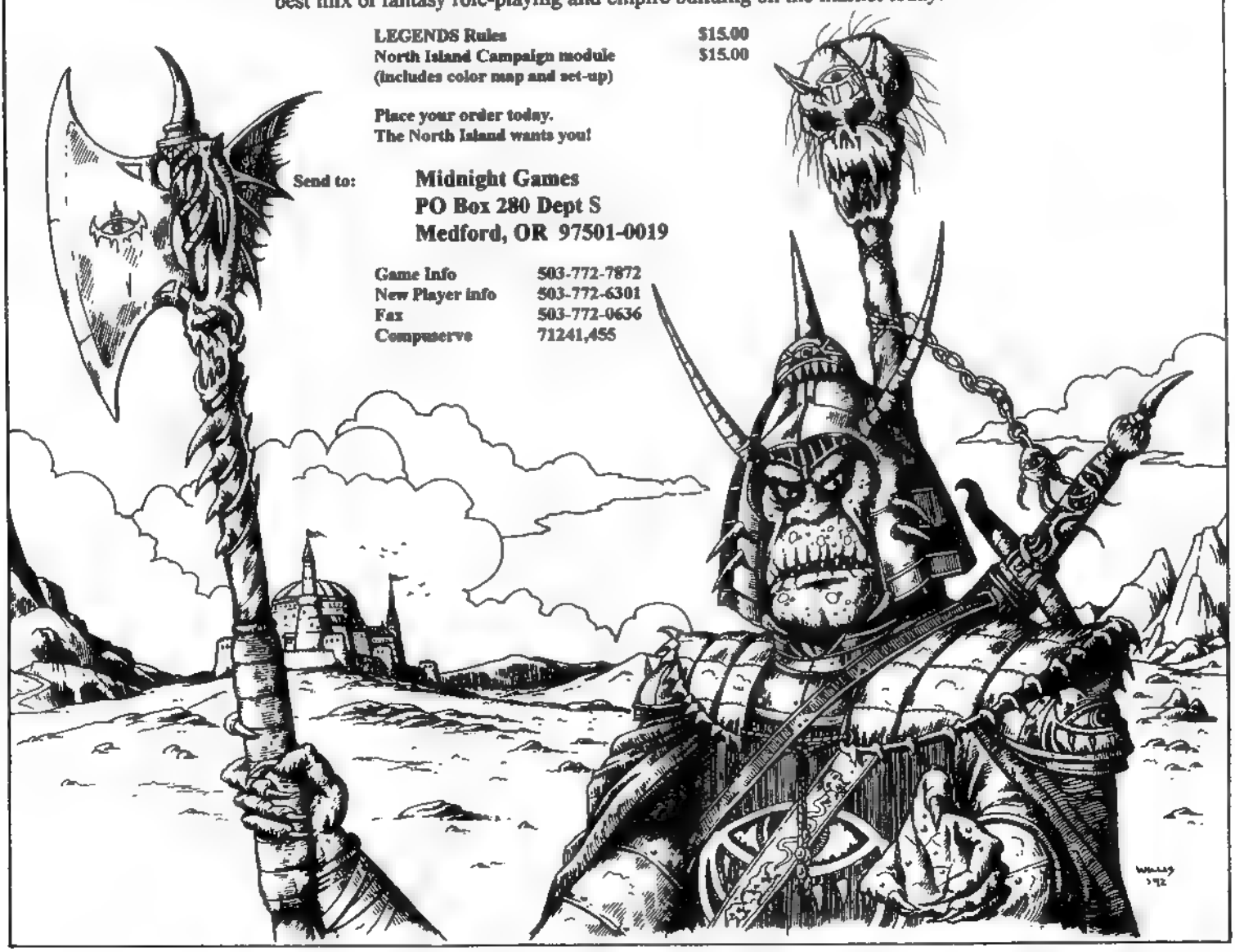

# POST MARQUE™

## Special Play-By-Mail Section

Edited by Patrick M. Rodgers

A heart-felt "howdy" to our readers in the UK opens this installment of Post Marque. While SHADIS has been distributed in the UK since the debut of its new format, we've not reached as many UK readers, or covered as much UK material, as I'd like.

Some estimates show that the PBM market may actually be larger in the UK than in the US, which means that there is a lot the two communities can learn from one another. Thus, this issue of Post Marque has a decidedly European slant in its coverage.

On another note to UK readers, we will be happy to send reprints of our "Welcome to the World of PBM" article overseas, if the request is accompanied by a self-addressed envelope and an International Reply Coupon.

As more companies are becoming aware of the vast marketing opportunities present in the UK, more games are being licensed to (and from) the UK, much to the delight of gamers on both sides of the Atlantic.

We've received news from **Advanced Gaming Enterprises that** their Battletech-style game, **CTF 2187**, is now available in Australia, North America, and Europe (in French, German, and English!) The English version of the game is moderated in Europe by **Rhann Postal Games** (no address available at press time). AGE can be contacted at PO BOX 214949, Sacramento CA 95821

UK readers will soon be able to enjoy the outstanding US PBM version of FASA's **Centurion**.

**Fantasy Workshop** reports that **Pagoda Games** has licensed **Renegade Legion**, the first installment of the Centurion PBM game, for UK moderation.

The final tidbit of licensing news this issue is from **Aggressive Addiction Games**, who report that **Krahlizek**, their strategic wargame with *Civilization*-style advancements, has been licensed for UK moderation by **Phildee Enterprises** (39 Maesmawr, Rhayader Powys, Wales LD6 5PL).

AA also reports several changes in service, the most notable of which are several upgrades to the game itself, as well as the inclusion of a business reply envelope with every turn! Business Reply is one of the fastest means of moving information via the USPS, and is convenient for players who need to get a turn out and just used their last stamp yesterday (it happens to the best of us)

Turns in the new game will cost $4.00 each. Also, a *Krahlizek Bible* is now available, chock full o' strategy hints, for $4.00.

More information is available from **Aggressive Addiction Games**, PO Box 813, Silver Spring MD 20918-0813 or by Internet at 71334.2636@compuserve.com

Currently, we have three people reviewing games for our "Maiden Voyage" column, which is written by people who have never tried PBM before. Since, obviously, each writer we select for this project can only participate in it once, we are always looking for more people.

If you have some writing skills, have never played a PBM game before, and would like to try one for free, please submit a sample of your writing (journalistic style preferred over fiction; about 500 words should suffice) to me, in care of SHADIS magazine, and include a self-addressed, stamped envelope. SHADIS will even compensate you for writing your review!

The dates for **AndCon '94** have been set! The largest national PBM convention in the US will be running from Sept. 15-18 in Independence, Ohio. If you enjoy PBM (or are just curious), please make an effort to attend.

Astute readers may have noticed a blurb about PBM games in the **Electronic Frontiers** section of the last issue of SHADIS, that expressed some of the problems that non-PBMers typically think exist with PBM gaming. While it is true that game materials can be lost in the mail, I've had approximately 6% of my Email turns lost in the ether of the Net; a smaller percentage than the USPS has managed to devour. While the truly impatient may find that PBM games are too slow for their tastes, many people enjoy the opportunity to sit and plan a turn out, rather than being rushed to post their "move for the day" online. PBM turns can be taken on the subway, to work or school, on vacation, etc. - no computer or phone line needed! While some people would say that both forms of gaming have their disadvantages, I prefer to think, rather, that both forms of games appeal to different folks for different reasons (too, some folks like both!).

In closing, I'd like to apologize to **Imaginary Enterprises**. Their Internet address was printed incorrectly last issue (I personally blame Shad); the correct address is legaret@aol.com

See you in two!

Patrick M. Rodgers ❑

# KRAHLIZEK

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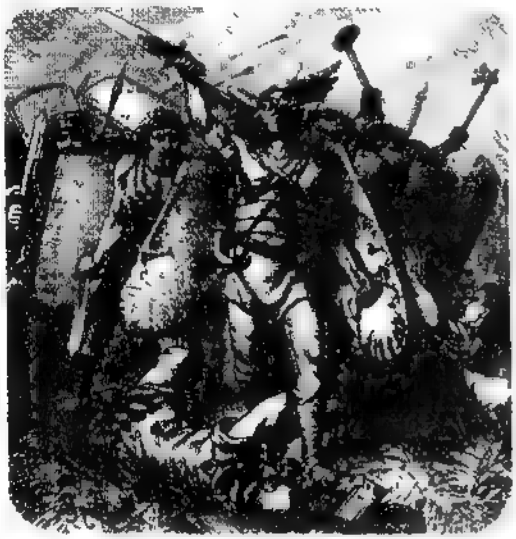

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Setup fee is $10.00 and includes two ten action turns and the rulebook. Turn cost is $2.50. Extra actions are 25 cents each. Rulebook, when purchased seperately, is $5.00.

This is the section of Post Marque where we will be examining new PBM games. These are only overviews, based solely on promotional materials received from PBM companies (usually a rulebook; occasionally a sample setup). These overviews should not be construed as endorsements or complete reviews

## Conquest of Space

**Horizon Games** blasts off into sci-fi with their second product, Alien Empires. As with **Firebreather**, rules occupy only two sides of a sheet of paper, in small text (too small, really), but seem to cover all aspects of the game. A starting position consists of 4 scout ships, 4 fighters, and 35 transports (loaded with colonists). The game is exactly 36 turns long, and the object is to capture the largest number of habitable planets for colonization. There is a minimal level of research available in the game as well, focusing mostly on ship movement and weapons, as well as colony industrialization. An interesting feature of the game is that conquered colonies remain loyal to their home nation, and the conquering nation must keep forces on hand to keep the "loyalists" in line! A laser-printed map accompanies each turn, but the map received for review was somewhat confusing, as it "wrapped around" both sides of a page (and didn't "wrap" well, at that).

Rules are free; setup and four turns cost $10.00; thereafter, turns cost $3.00 each and are processed every nine days (simultaneous processing is employed).

For a copy of the rules, contact Horizon Games, PO Box 581434, Minneapolis MN 55458-1434

## Anarchy in the UK?

Well, maybe by way of Texas. Anarchy by Mail (play the game just to see your postman's face when he sees the return address on the turns) has finally released **Armed Forces Commander**, which was delayed to make further improvements to the graphical output.

AFC is a wargame which features laser-printed hex maps, with detailed terrain icons. As with many other wargames, the goal of **Armed Forces Commander** is to capture a certain number of cities.

13 Land Units, 9 Air Units, and 10 Naval Units are at the player's disposal. Technology Levels and Industrial Production are also matters of concern, especially since the best units require a high Tech Level to produce.

Only one unit or fleet may occupy a hex at any given time; however, a fleet may consist of up to twenty ships, and furthermore, a "corps" may be formed of two to four units, which will become a single "unit" for all intents and purposes This "limited forces" occupation rule provides for interesting strategy variations. The 13-page rulebook is $3 50, and contains many examples of each order.

A setup (which includes rules and five turns) is $20.00; subsequent turns are $5.00.

A free copy of the condensed rulebook for their other game, **Galactic Anarchy**, is available to anyone who requests more information on AFC. For more information, contact Anarchy by Mail, PO BOX 873, Allen TX 75002-4005 or via internet as Gturner@netcom.com

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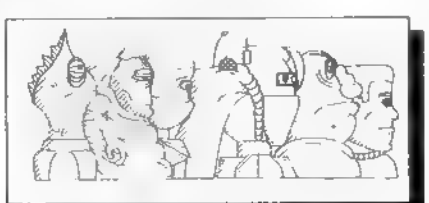

The Smuggler's Run Startup Kit Includes:

An easy-to-read 62-page illustrated technical manual • A map of The Core • A character design sheet • The latest issue of the Galactic Inquirer newsletter • Two FREE turns • And everything else you need to begin playing Smuggler's Run. The cost is only $10.00, and additional turns are only $3.00 each. There are never any extra charges or hidden costs. We run 1 turn every week, so turnaround play is fast, but there are no penalties for missed turns, so you can play at your own speed. 100% computer moderated.

Send $10.00 to the address below for your Start Up kit, or get yours FREE on-line at Aquarium BBS: (714) 544-2[illegible] N8, 300-14,400 baud. Also available in the PBM section of America On-Line.

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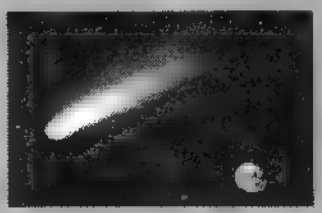

## PHOENIX

Phoenix is an elegant, engaging, and well-balanced PBEM space game of diplomacy, exploration, economic expansion, and military conquest for novice and expert players alike. Phoenix is the 6-year-old brainchild of veteran game designers Goodman, Garrett, and Woods

Each player controls a space empire composed of one of seven different racial types expanding from a single homeworld. The goal is to control over half of the galaxy, either singly or jointly with up to a quarter of the players in the game. Game sizes range from 2 to 20 players and usually last between 20-40 turns.

Gamer's Den constantly hosts new games of Phoenix with turn rates of 1 ($5/turn) or 3 ($3.50/turn) times a week. The 150+ page rule book costs $15, and it is filled with examples and strategy hints. The orders are easy and flexible, with up to 200 per turn. Order validation and turn forecasting are available for free.

## VGA PLANETS

VGA Planets is the open-ended space conquest PBEM game written by Tim Wisseman that has swept the Internet and CompuServe communities by storm. The game emphasizes growth and conquest and features an MS-DOS graphical color interface. You command one of eleven races with a planet, a starbase, two ships and a dream of galactic dominance.

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To get more information from readme files, send email to info@den.com (Internet) or download the file INFO DEN from library 15 in the PBMGAMES forum on CompuServe.

❑ I'd like to game at the Den. To get me started, here is a check for at least $20 to credit to my account.

❑ Additionally, please send me the $15 Phoenix rulebook.

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You must specify an email address that has access to the Internet or is on CompuServe. A password of up to 8 characters is required to authenticate all turn submissions. Gamer's Den will promptly notify you when your account is ready so you can start gaming as soon as possible.

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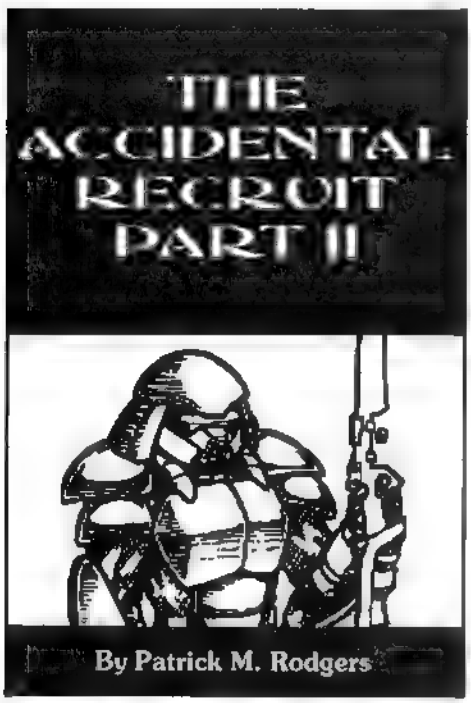



## What's it all about?

Renegade Legion is the first installment of a series of PBM games based on the popular FASA face-to-face game, Centurion. Renegade Legion, a tactical, ground-based combat game, is moderated in North America by Fantasy Workshop (PO Box 293151, Lewisville TX 75067-9998) and in the United Kingdom by Pagoda Games (16 Loughshaw, Wilnecote Tamworth, Staffordshire B77 4LY, England).

The game is set in the 69th century, where the Terran Overlord Government (TOG) is struggling to bring enlightenment (under the auspices of its benevolent military, of course) to the barbaric outer reaches of the galaxy. The barbarians, naturally, want to make their own decisions. The Commonwealth are the planets that choose to resist the TOG, and the Renegades are forces sworn to oppose the TOG at every turn. Although some of the scenario goals diverge, and there are some cosmetic differences, the game is basically the same from a TOG or Renegade/Commonwealth viewpoint.

In Renegade Legion (referred to hereafter as Centurion, since the later installments of the series have not yet been released) a player commands a century, composed of nine ground vehicles.

Vehicles are selected from an extensive list, which is different for TOG and Renegade/Commonwealth players (players may select which side they will fight on). Each vehicle contains a generic driver and commander, and a special gunner. The gunners are the closest things to "characters" in Centurion, and in addition to their names, they have four ability scores, which can increase as the game progresses.

A gunner's "Kills" score is indicative of how much damage he has inflicted on enemy vehicles. A high "Gunnery Skill" rating increases a gunner's chances of striking a target, and improves with the number of Kills he accumulates. "Familiarity" indicates his familiarity with a particular vehicle, and also increases his chances of striking a target; this score is reset to zero if his vehicle is destroyed or he selects a different one. An increase in "Rank" brings about increased rights and responsibilities; such increases occur due to accumulating kills and successfully completing missions.

The most important single component of the century is, naturally, the Centurion. The centurion replaces the generic commander in one of the century's nine vehicles. His only ability score is his "Leadership Rating," which increases after successful missions. The centurion is needed to activate any fire support that comes from outside the century, and has a positive affect on his century's morale.

Some vehicles are capable of carrying Infantry units (although these units must be purchased separately at the beginning of a scenario). Infantry units have a limited range of movement, and their personal weapons do little in the way of damage. They are, however, useful for eliminating any crew members who attempt to flee a destroyed vehicle. Additionally, they are equipped with portable Painting Lasers, which are capable of disrupting a vehicle's Shield system, making it an easy target. Finally, Infantry can either be equipped with mortars or TVLG missiles, either of which can do a small amount of damage to a vehicle.

The final component of a century is the fire support. This can take the form of artillery, THOR satellites, or even Naval Fire from orbiting space vessels. The third is by far the most deadly: the nastiest artillery round (the HELL round) has the potential to cause 500 points of damage to an unshielded, stationary vehicle, while a Syracuse class vessel has the potential to deliver 2800 points of damage to the same vehicle!

Each player is allotted 200 scenario points with which to purchase vehicles, infantry, and fire support. While Naval Fire is deadly, it is also costly; the aforementioned Syracuse class vessel costs a whopping 62 scenario points, and naval fire can only be called in two to three times during the entire scenario.

Artillery, in contrast, can be used every turn, and cost only 30 scenario points. Players have varying opinions on the usefulness of THOR satellites. Each satellite is a one-shot deal, and drops three uranium-based javelins on its target(s), with a 60% chance of each javelin successfully striking. The damage is quite penetrating, however, with the potential to wreak serious havoc. Finally, THOR satellites cost a mere 10 scenario points each.

Once a player has spent his scenario points and designed his century, he is placed in his first scenario. The objective of a beginner's scenario is usually to eliminate a set number of enemy vehicles. This allows the player to become acquainted with the combat mechanics of the game, without having to worry about complicated objectives. Later scenarios offer more complicated military objectives.

One of the interesting features of Centurion is that each scenario is closed-ended (i.e. it ends when a predetermined set of conditions is met), but the overall game is open-ended. A player retains his centurion and gunners from scenario to scenario (and his vehicles, if he so desires). Killed personnel and destroyed vehicles must, of course, be replaced. This feature allows for a small element of role-playing in the game.

## How does it play?

My review game was played through Fantasy Workshop, the US moderator. FW encountered difficulties during the game due to moving (twice), which caused a delay in turn processing, but otherwise, turnaround was prompt, and service was always courteous and responsive.

The GM, Jeff Gross, is also the programmer, and has been extremely attentive to player suggestions. Several changes have been made to the game at

the behest of the players; thus, the product continues to improve.

One of the things that thoroughly impressed me about Centurion was the printout. Turn results are detailed, thorough and concise. Centurion is one of the few games that can be played with only the rulebook and your current results printout - there is rarely a need to consult previous results sheets for information. The player does not need to keep track of anything, because all relevant information is included in every turn printout. This makes preparing a turn painless and pleasant for the player.

The maps are printed on a color paintjet, and are, for the most part, concise and pleasant (well, as far as military-style graphics go). At present, a single map depicts the entire 70 x 25 hex playfield for the beginner's scenario. Players unfamiliar with hex-map coordinate systems may initially experience confusion, but they are not difficult to adapt to. There is enough detail in the game to appeal to the veteran PBMer, but it is not complicated enough to turn off a newcomer.

For the first six turns, players should expect to be consulting the rulebook every turn (at 95 pages in length, it contains a large amount of material). On turn 8, I discovered a "gem" buried in a paragraph that I had previously skimmed over; players report that this is not uncommon. My only criticism of the rulebook is its lack of an index, which would have been especially useful. Overall, however, the rulebook is extremely detailed, and while players may need to consult it frequently at first, they will find that they do not need to consult the GM, since the answers to most of their questions are in the rules.

A free newsletter supports the game. It is currently published bimonthly, but this may increase to monthly if player contributions increase.

The most recent improvement to Centurion was the **Vehicle Design Guide**. After completing their first scenario, players may elect to design their own vehicles. Each submitted design will incur a one-time charge of $2.00, but after that, the player (and anyone he authorizes) may use the vehicles as often as they wish. While the Guide imposes certain restrictions on vehicle design (some of the pre-generated vehicles that players can select could not legally be generated by using the Guide), most players will enjoy this feature

## How'd it work out?

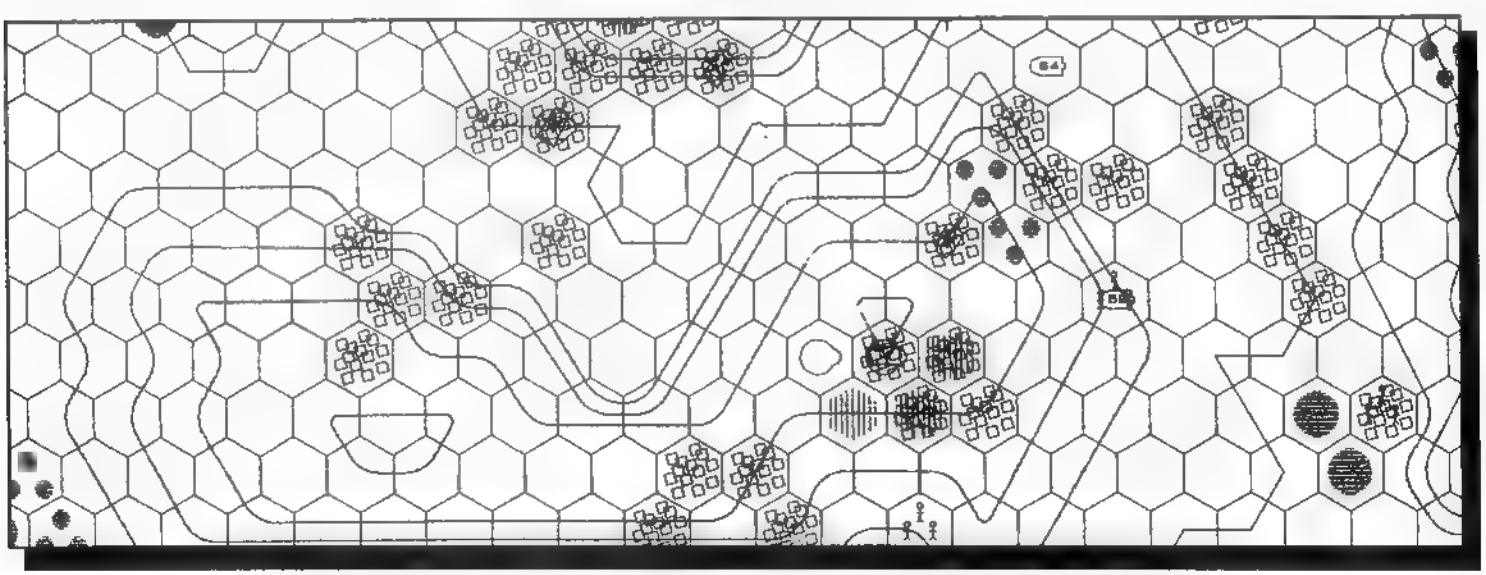
The game in which I played was probably typical of a beginner's scenario. Casualties during the first few turns were mostly due to artillery, and accidents that occurred as a result of vehicles travelling too quickly over unsafe terrain. The rulebook cautions against high-speed movement, but many beginning players (myself included) have to learn the hard way. There were a number of casualties from "friendly" artillery fire as well, which spotlighted the single most important aspect of the game: Communication. If you do not like to communicate, do not play this game!

Renegade Legion is impossible to play in a vacuum. If you are unable or unwilling to communicate with your teammates on a regular basis, you cannot win this game and will not enjoy it (and you will ruin it for your teammates, as well).

My three teammates and I commanded TOG centuries; we faced three Renegade centuries and one Commonwealth century. The opposing team seized the advantage early in the game, with a combination of superior tactics and superior communications. However, the trend began to reverse with Turn 8, and as of Turn 10, the TOG is down by a mere two vehicles - an impressive comeback, according to the GM. Our game is expected to end in another turn or two; the expected duration of a CENTURION game is approximately fifteen turns.

## Is it worth it?

In my opinion, CENTURION represents one of the finest products our industry has to offer. In short, players who wish to play a tactical ground-based wargame, and who don't mind communicating with a few other people every two weeks or so, are strongly advised to try Centurion. People with no prior gaming experience may be put off by the degree of detail in the game, but first-time PBMers with prior gaming experience should have no problems. ❑



Example showing a partial area of a Centurion map provided with a Player Turn

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One way to get an idea of a PBM company's game design priorities is to play a game that they bill as a "beginner's game." Some companies pull out the fancy, laser-printed maps and charts; some offer glitzy, comprehensive rulebooks; others present the simplest game possible. There is no single "best method" of constructing a beginner's game, but the method that a company chooses to pursue can often be a good indicator of what to expect from that company in the future.

A case in point is Flying Buffalo's new beginner's game, **Election Year**. Like most FBI games, it is well-designed, easy to play, and opts for simplicity and comprehensibility over graphic printouts, fancy rulebooks, and the like. The rules for **Election Year** take up only two and a half sides of paper, yet they cover everything. Printouts are exactly two pages long (three pages during Primary and Presidential Elections) and all pertinent information is presented in an efficient, easy-to-read format

The game is divided into two teams, Republicans and Democrats (as in real life, the Independents just can't get media coverage!), who are vying for the office of the Presidency. Turns one through three are spent campaigning for the Primaries, and in-fighting gets heavy as each candidate tries to secure his party's nomination. At the end of turn 3, the Conventions are held, and each party nominates a Presidential Candidate, who in turn selects his running mate from amongst the other players in his party. Turns four through six are spent campaigning for the Presidency, and all party members now work together for the good of the party. At the end of turn 6, the Presidential Elections are held, and the game is over.

Each candidate starts the game with a cash reserve, a fixed income (which he receives every turn), and a Campaign Ability rating, which is usually 3 or 4. Each turn, a candidate may select three states in which he may conduct fund-raising trips. Each state has a "Campaign Donations" rating, which is a fixed amount of money available each turn (for example, California has $71, New Jersey has $24, and Wyoming only $3), and it is evenly distributed amongst all candidates who Fund Raise in that state during that turn (e.g. if three candidates Fund Raise in New Jersey on a given turn, each would receive $8). Also, a candidate will receive 10% of a state's Campaign Donations figure, if he is his party's leader in that state. Note that this figure does not affect the amount available to candidates who Fund Raise in that state; it is in addition to that amount.

Furthermore, each candidate may Campaign in ten states each turn, spending money to increase his popularity in that state. Every candidate has a popularity rating in each state, which starts at zero (except for the candidate's randomly-selected "home state," in which the rating begins at 100). For every dollar spent in a state, the candidate's popularity rating is increased by 1.

When voting is done at the end of turns 3 and 6, the candidate with the highest popularity rating in a state receives all of that state's electoral votes. Naturally, this makes states with a large number of electoral votes (such as California, Texas, and New York) popular battle grounds.

A candidate's *Campaign Ability* comes into play if he chooses to Fund Raise and Campaign in the same state in a given turn. In such instances, the increase in popularity he receives (normally 1 point per dollar spent) is multiplied by his Campaign Ability. Naturally, this means that most candidates usually do at least some Campaigning in the three states that they Fund Raise in.

Candidates who perform well may see an increase in their Campaign Ability rating after the Primary Elections occur. There is no "hidden movement" in Election Year; all players are informed of where their opponents chose to fund raise and campaign, as well as the results of those actions. Popularity indices for all players in all states are listed each turn. The only uncertain factor is a player's cash reserve; the other players are not told exactly what this figure is (although an educated guess can be made by watching what a candidate expends in Campaigning and receives in Fund Raising).

Like FBI's first-ever game, **Nuclear Destruction**, Election Year is simple and easy to play, and allows for a range of several strategies, without requiring more than ten to fifteen minutes of work per turn. Experienced players looking to wrestle with scandals, campaign issues, pesky TV reporters and the like, will be disappointed. However, even veteran PBMers may appreciate it as a "beer and pretzels" game, and may enjoy the theme of the game.

Is it a good beginner's game? This depends on the beginner. Die-hard gamers who understand that the value of a game does not necessarily lie in the aesthetic value of the printouts will find this to be a good introduction to PBM. Those who are under the impression that PBM is nothing more than a bunch of numbers and symbols may have some difficulty with the game. The service is typical of FBI, which is to say that the game is moderated with the highest degree of professionalism (you won't discover what a "late turn" is by playing this game) The final selling point is the price. It's free.

Believe it or not, FBI is offering this game to all first-time customers (PBM veterans or newcomers alike) free of charge, and without obligation. The normal price (for existing FBI customers) is $25 for the entire game, which is not unreasonable. Players who elect to accept this offer may contact Flying Buffalo, Inc., PO Box 1467, Scottsdale, AZ 85252-1467, or via CompuServe as 70030,240. ❑

The only escape for the masses is the Vid and all of its programs. The hottest, most popular show is the continually unfolding drama down inside the Labyrinth.

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### I wanna be a jock!

You've been selected to star on Phantasmech, since your attributes have indicated that you would be a superior Mek-Jock. Thanks to grueling training (and hardwiring), when you sit in your control booth and hook up, you see, hear, smell, feel and taste what your Mek does. You are now your Mek. You no longer matter. And the Labyrinth, the mysterious, underground, multi-level playing arena, is now your stage, your world. If you decide to accept this challenge, you customize the appearance of your Mek when the setup arrives. You have the ability to accomplish five actions per turn, and you initially have 30 Energy Points to allocate to these actions. Your Energy Points are a measure of your strength and you use them in any action you wish to undertake. What actions can you undertake? Well.....

### Surviving the Labyrinth

Your Mek begins with a regular sword, a pulse pistol (classic energy pistol) and a regular grenade; but the sheer number of weapons and equipment available is staggering. Add to that the ability to use chips with complex algorithm programs to cast spells, and you have lots of toys to play with. Silver Samurai currently has a pulse rifle, an energy pack, a machine pistol, a chain sword, a copper card, a grenade, and a dispel chip.

You want action? You'll get action! Foes a plenty exist in the Labyrinth. Humans, genetic mutants, cyborgs, robots, androids, and meks of all sorts await you Some may interact with you, talk to you, give you info, and maybe even wanna kill you.

There are rating charts for energy levels and kill points for all Meks in the game, and corporate lists for all the corporations that are in the game. The "phanz" of Phantasmech can also participate; I just got a visit from one of mine!

If you wanna be a star, and think you can take the heat, setups are £7.50 and turns are £2.10 each. US players may pay with an International Money Order, available at any US Post Office. Write to, contact Crasiworld, 4 Crescent Avenue, Cleveleys Blackpool, Lancashire FY5 3JE, United Kingdom. ❑

The Spindark, a huge, mutant spider, continued to drive its jaw-pincers into Silver Samurai's torso, and its resin-like drool began to impede his movement. Silver Samurai was growing concerned as internal damage monitors warned him of internal destruction just as they shorted out. He wanted to draw his chain sword to deal with this menace, but that arm was immobilized by the Spindark's glue. There was only one option left.

He pressed the barrel of his pulse rifle up to the creature's head and began blasting, hoping to hit its tiny brain. Success - the creature suddenly jerked and went limp, its eyes glazed over Silver Samurai shoved the Spindark's carcass off of him, then set to repairing his considerable damage...

### The setting.

The dark future. High-tech, low life. In this genre, one of my favorites, life is cheap and bullets are cheaper. The extreme rich live in glittering towers of splendor, and the poor are prey, down in the urban jungle It's sex, drugs, rock 'n' roll and mindless violence in the hyped-up, jacked-in, day-glo neon world of the near future.

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The United Kingdom is a land incredibly steeped in narrative style role-playing PBM games, far more so than any other country in the world. In narrative style games, you can do anything.

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They vary in genre, writing style, detail, and content, including mature topics (sex, violence, etc.) and their approach to them. You have your pick. In XOTT, you have a game that has a high adventure flavor, its own quirky humor, a touch of epic that doesn't take itself too seriously, and a GM not afraid to delve into adult content - if you express an interest in that sort of thing (I do!)

**They Were Five Against the World**

In the beginning, when you receive your setup packet, an enclosed flyer will introduce you to XOTT and briefly describe the world itself, what the map symbols mean, and inform you about combat, currency, NPCs, magic, etc. Primarily, you get instructions on designing your adventuring party. It's not difficult; you just pick names, professions (Priest, Shaman, Warrior, Warlock, Magi, Barbarian, or Ranger), gender and race (Gnome, Halfling, Dwarf, Goblin, Elf, Half-Elf, Half-Orc, Human, Orc, or Hobgoblin)

For added realism, you may describe your characters' appearances and personalities. When you get your set-up back, Antony (the GM) will often ask you further questions about your characters to flesh them out even further, such as the areas of expertise your mage may have, what god your priest worships, etc.

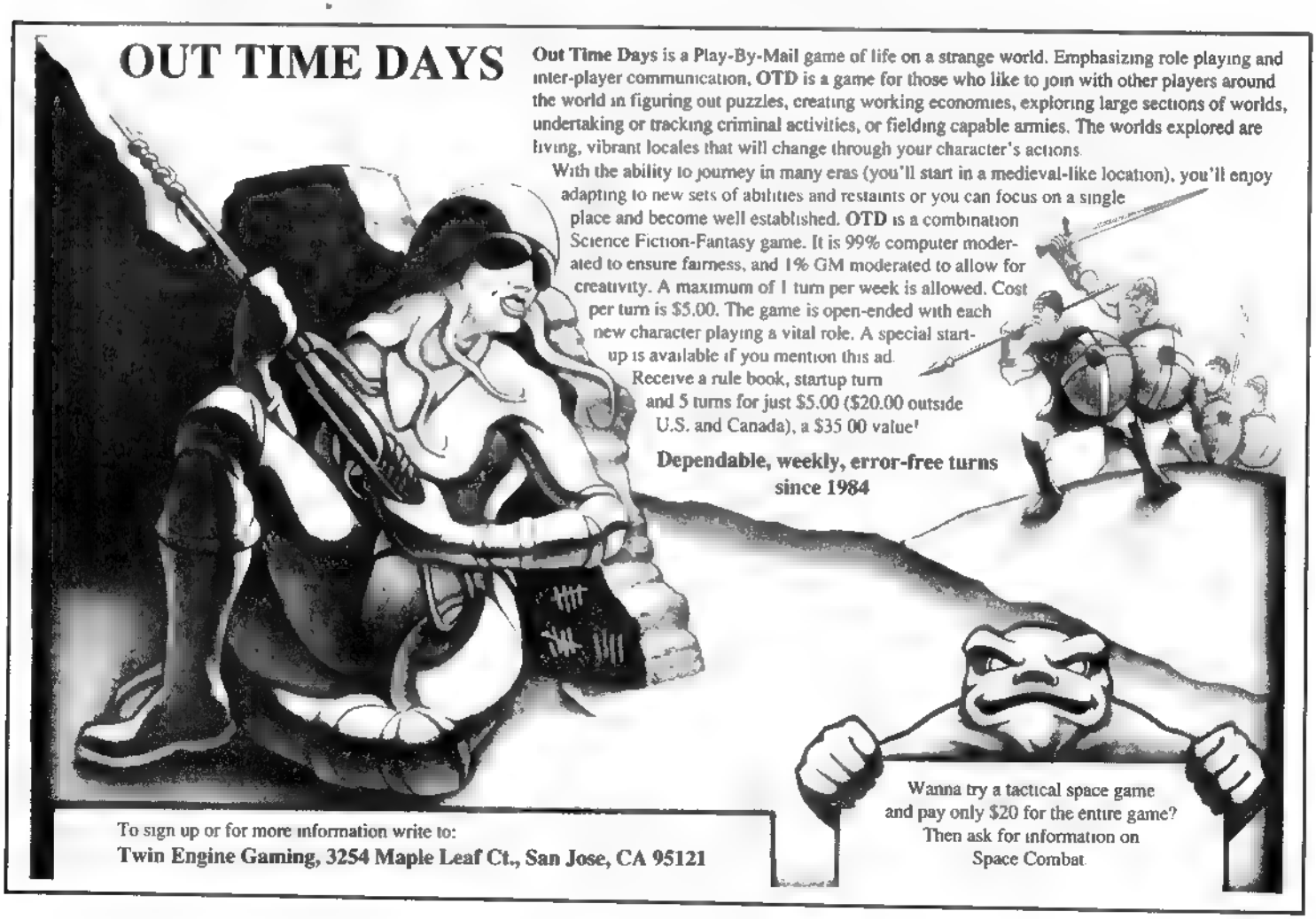
**What Then?**

Now it is time for you to take your place in the world of XOTT. Your party of brave vagabonds is ready, but what do you do? Why, whatever you want to! My party spent their first turn thusly: Crystal, the mage, sought information on mystical items and possible sites of adventure

Harmony, the elven priestess of Sekarli, and Eleme, the half-elf ranger (with wolven companion) sought to improve the condition of the poor people of Tapir. Roxxi, the lusty human barbarian, and Paula Ponchest, a mischievous halfling thief, spent their evening partying and gambling.

For good fantasy, high action/adventure, and a nifty monthly newsletter, you can't go wrong. Contact: Xott (Antony Dunks), 125 Greenville Road, St. Judes, Plymouth, Devon, PL4 9QA, United Kingdom

❑

# STARFLEET WARLORD

A Review By Vickie Lloyd

You know how Trekkers have a special radar when it comes to anything even remotely involving Star Trek? Guilty. At Origins '93 I was strolling down an aisle lined with booths and spotted a rulebook with a Federation starship, Romulan warbird and Klingon battle cruiser on the front. I pounced. Glad I did!

The booth was manned by Bruce Graw of **Agents of Gaming**. I hadn't heard of the game or the company and assumed they were new, but **Star Fleet Warlord** game #1 ended in late 1990, so they have already completed a shakedown cruise.

Nothing is more aggravating than getting into a game and paying full price for turn fees, only to learn it hasn't been playtested by anyone but the short-sighted GM and a couple of his buddies. Bruce has had three years to sharpen up the game and has done a great job because he knows what he's doing. This is not a fly-by-night game company that's going to disappear; the business is handled in a professional manner, yet Bruce remains in touch with the thoughts and feelings of his players. They're not just dollar signs to him, and this isn't just a hobby to fill a few hours between football games.

I read the rules and was just blown away. Every rulebook in the business should be done like this; from my first turn I knew exactly what to do and how to go about doing it. I do not have the patience to thumb through rules looking for some obscure reference to an action that should be displayed in a reference chart or table.

You would be surprised at the rulebooks I get that don't even have an Index or Table of Contents. (How about rulebooks that have sample turn forms that are blank - now that's real helpful.) I can't afford to call a GM every turn to find out how to play the game. And if I have to reread the rules every turn, chances are I won't get past the fifth or sixth turn.

You GMs will be doing yourselves a favor by taking a hard look at your rulebooks, or even better, finding a gamer who minored in English to help you edit your rulebook. Anyway, the background for the game is the far future, with the peace enforced by the Organians and while outright war is out of the question, there are trade wars. The fifteen races of the Galaxy vie with one another to plunder the resources of the Greater Magellanic Cloud.

Corporations are formed, each allowed a limited number of ships and whichever corporation proves best able to utilize the resources they find will be awarded complete control.Each player is the Warlord of an intergalactic megacorportaion.

The Cloud is divided up into 100 sectors, with each corp's home office set up in the middle of a sector. The sector is further divided into a 16x16 array of hexes, and while most of the hexes are empty space, some are home to exploitable resources.

There are two types of terrain: point terrain, which is a single item like a planet or black hole, and there's area terrain, with a nebulae or star cluster. The income-producing hexes are called sites, and your job is to grab those sites before someone else does, and even more importantly, hold onto them! You start in a sector by yourself, with other players far enough from you to give you a good start on exploring before you're invaded.Each player starts out equally, with 300 points to spend buying ships.

Each race has its own slate of ships, giving the player hundreds of choices to encompass any style of play imaginable The stats of all these ships are set out in a handy, easily accessed table. For the first three turns of the game, you are allowed to buy ships from any race, but by the third turn you must declare your allegiance to three Primary Races, from which you'll purchase most of your ships.

You can buy the ships of other races, but you'll pay a penalty.Choice of ships is very important and consequently, you'll spend time picking which is best for your style of play. Not all ships are available immediately

The technologically advanced ships are released later in the game. This is controlled by date, with each turn representing a year. Remember the Tholian Web episode of the original Star Trek?

Well, I chose Tholian because I wanted one of those web-casting ships. However, the game starts on Year 165, and the web casters aren't available until 178.

Each ship has a basic rating in Attack Factor (AF), Defense Factor (DF), and Shield Factor (SF), which are self-explanatory. There are also ship classes such as police cutter, frigate, destroyer, right on up to the heaviest battleship. The ships are further modified by 24 different abilities, like the aegis, which has a higher defense factor than normal.

Or you can get minesweepers, strike carriers, launches, etc. Even further modification is supplied by the inclusion of Legendary Officers, of which there are eight varieties. Each turn, a few of these are supplied and you assign them to ships to enhance qualities. For instance, a Weapons officer will increase the AF and DF of the ship they are assigned to. All this modification gives you a wealth of personal detail without unnecessarily complicating play.Each of the fifteen races has a profile, which pretty much runs parallel with Trek.

The Federation (the good guys) have highly trained and motivated crews more interested in exploration, whereas the Klingons are more combat oriented. And yes, there are Romulans, the Gorn, Tholians and others I haven't heard of. The variations of each style of race are exemplified in ship types, like the warlike Klingons having ships with higher attack factors, or the sneaky Romulans with their cloaked ships.There is also a nuisance factor called The Nasty Space Monsters.

The Monsters inhabit each sector and can move, replicate, and generally menace your ships and sites. The rules state

# RENEGADE LEGION®

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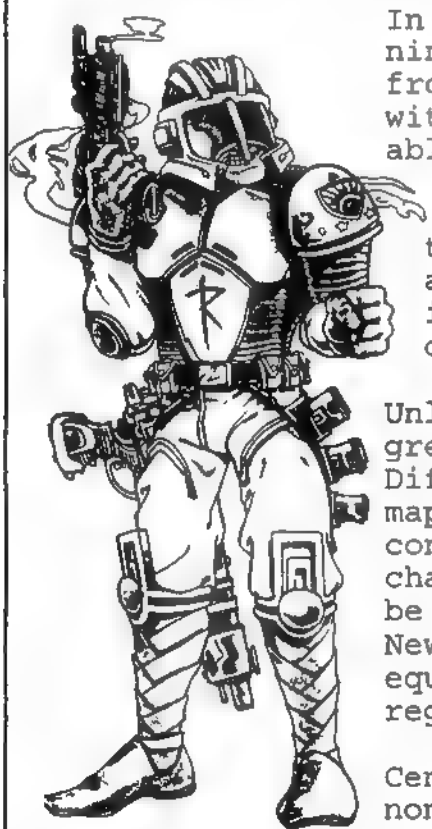
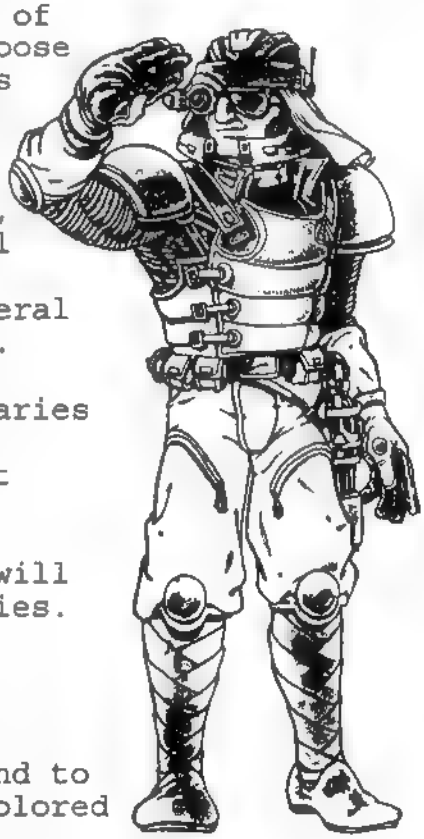
Centurion play-by-mail is a 100% computer-moderated game of tactical ground combat set in the 69th Century. Centurion was developed by FASA, the creators of BattleTech. It contains many features unique to both board games and play-by-mail including an innovative damage system which accurately represents the loss of armor and internal damage.



In Centurion, you command a group of nine gunners. Each gunner can choose from twenty-five standard vehicles with experienced characters being able to custom design tanks. As gunners successfully complete missions and accumulate kills, they will increase in both skill and rank. Players can also use infantry squads and call in several different types of fire support.

Unlike similar games, Centurion varies greatly from mission to mission. Different scenarios have different maps, objectives, and victory conditions. Additionally, as characters increase in rank they will be given additional responsibilities. New vehicles, weapon systems, and equipment are added to the game regularly.

Centurion's turn results are second to none featuring an 8½"x14" multi-colored map; high-quality graphic vehicle records detailing the status of each of your tanks; and laser printed action reports.



To get started send $5.00 for rules (US) or £5 for rules and setup (UK) Additional turns are $5.00 (US) or £3 (UK). **SPECIAL OFFER (US ONLY):** prepay your first five turns ($25), and the rule book is free.

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that later in the game it is possible to train your monster and put him to work for you—probably because, from what I understand, they are nearly impossible to kill (may be a variation of the "if you can't whip 'em, bribe 'em" theory)

The first few turns were littered with news reports about brave players taking on the Monster, only to be thoroughly repulsed. And how does one go about getting along with one of these Beasts?

You're asking the wrong person since I firmly believe in avoiding any critter that can stomp your guts out so easily. Yes, I'm the Queen of Denial.

So, you have your races picked out and your initial ships and you're ready to go. The first order of business is grabbing those sites. With your set-up turn, you'll get a map of your sector showing the terrain of each hex.

There are major sites and minor sites. In my home sector, I had eight major sites and lots of minor ones. Grab those major sites first because when you control all the major sites in your sector, you get a bonus each turn of 100 Economic Points (EP), with which you purchase items. Besides grabbing, you'll want to prospect and survey, which will get extra economic points. No, it's not that easy because not all terrain produces anything valuable and some terrain types will damage or cripple your ships or crew.You have lots of crucial decisions to make like whether to fortify a site, or spend those point buying another ship

Supporting the game is a newsletter which reports rules changes or updates, new ships and new races. It also has a dynamite question and answer section which gives the reader lots of detail on different facets of the game.

I started Game #18 in early August, and got up to Turn 7, then stopped getting turns. Most game companies slow down around the holidays, so I thought nothing of it. But, the holidays came and went and still no turn, so I dropped them a card Bruce called and said I had missed two turns. He must not have gotten Turn #7 from me. I asked if he didn't send update turns anyway, and he said no, he hadn't heard of that. I whined pitiably, so he relented and put me in another game. YES!

Furthermore, you're free to spend EPs you think you'll earn on a turn. Finally, there is no after-action status report; the status of what you own is calculated before your actions are input. Personally, I'd rather have an end of turn report. But then, I'm nitpicking here.This game is also a great starter game for people new to PBM because it is so well done. The turns are $5 each, no hidden fees or costs, which for the amount of action you get is more than reasonable. So, to sum up, play this game and bring your friends. For more information, contact Agents of Gaming, PO Box 31571, Dayton OH 45431-0571. ❑


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[European readers: send £10 to FLAGSHIP, Shadis offer, PO Box 1733, Birmingham B20 2PP for the equivalent Euro-offer!]

# READER SURVEY ISSUE #13

## Go Ahead, Knock Us Down a Few Pegs!!

Don't let us get a big head. Here is your chance to let us know what you think of SHADIS magazine. Please take a few moments and rate each article. (1 being the worst, 5 being the best.) Completed surveys will be entered in a monthly drawing and winners will receive free game products and other prizes. So what are you waiting for?

| 1 | 2 | 3 | 4 | 5 | |
|---|---|---|---|---|---|
| ☐ | ☐ | ☐ | ☐ | ☐ | Cries from the Attic |
| ☐ | ☐ | ☐ | ☐ | ☐ | Mail Bag |
| ☐ | ☐ | ☐ | ☐ | ☐ | An Axe to Grind |
| ☐ | ☐ | ☐ | ☐ | ☐ | Star of Battles |
| ☐ | ☐ | ☐ | ☐ | ☐ | OmniMart |
| ☐ | ☐ | ☐ | ☐ | ☐ | Beyond the Shadowed Door |
| ☐ | ☐ | ☐ | ☐ | ☐ | Beyond the Great Mountains |
| ☐ | ☐ | ☐ | ☐ | ☐ | Scanners Say It's A Dragon? |
| ☐ | ☐ | ☐ | ☐ | ☐ | Hook, Line & Sinker™ |
| ☐ | ☐ | ☐ | ☐ | ☐ | Magic: The Fix |
| ☐ | ☐ | ☐ | ☐ | ☐ | Bad Company |
| ☐ | ☐ | ☐ | ☐ | ☐ | Board Walk |
| ☐ | ☐ | ☐ | ☐ | ☐ | That's New |
| ☐ | ☐ | ☐ | ☐ | ☐ | Knight Gallery™ |
| ☐ | ☐ | ☐ | ☐ | ☐ | Origins Special Insert |
| ☐ | ☐ | ☐ | ☐ | ☐ | Electronic Frontiers |
| ☐ | ☐ | ☐ | ☐ | ☐ | Closer Look |
| ☐ | ☐ | ☐ | ☐ | ☐ | Board Walk |
| ☐ | ☐ | ☐ | ☐ | ☐ | Zine Scene |
| ☐ | ☐ | ☐ | ☐ | ☐ | Bits n' Pieces |
| ☐ | ☐ | ☐ | ☐ | ☐ | SHADIS Con-Nection |
| ☐ | ☐ | ☐ | ☐ | ☐ | New Perspectives |
| ☐ | ☐ | ☐ | ☐ | ☐ | Post Marque™ |
| ☐ | ☐ | ☐ | ☐ | ☐ | Market Platz |
| ☐ | ☐ | ☐ | ☐ | ☐ | Bright Future |
| ☐ | ☐ | ☐ | ☐ | ☐ | Finieous Fingers and Friends |
| ☐ | ☐ | ☐ | ☐ | ☐ | Joe Genero™ |
| ☐ | ☐ | ☐ | ☐ | ☐ | Knights of the Dinner Table™ |
| ☐ | ☐ | ☐ | ☐ | ☐ | Overall Rating for Issue #13 |

**Last Issue's Drawing Winner**

**Ingrid Maack**

wins a copy of
***Journeyman the Sci-Fi RPG***
from Infinity Games.
Congratulations, Ingrid!

RETURN YOUR SURVEY TO SHADIS SURVEY,
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AND ADDRESS IN CASE YOU WIN!

# COMING NEXT ISSUE

SHADIS
The Independent Games Magazine

- **Ridiculous Manor**
  *a generic fantasy adventure*
- **A Star Wars™ Adventure**
  *for West End Game's Hit RPG*
- **Escape from Bowmar Island**
  *a fantasy adventure for the Bowmar Island setting*
- **A Special Traveller: The New Era Article**
  *by Dave Newton*
- **The Pattern of Evil An Adventure for Lost Souls™**
  *by the creators Kathleen Williams & Joe Williams*
- **Plus All Our Regular Features and Some Big Surprises!**

The following material has been slated for next issue. Keep in mind that some material may be bumped to later issues to make room for special features and timely-material that comes in before press time.

## The Market's Open

*The Market Platz* is a meeting place where readers pass along information, barter, trade and gossip. Readers are invited to place classified ads, announce group meetings, seek out other players, etc

Subscribers may place classified ads free of charge with a limit of one ad per issue and a maximum of twenty-five words Non-subscribers can place ads for 25¢ per word with a limit of twenty-five words

Convention announcements, group meetings and public service notices can be placed free of charge

Ads will be placed on a first-come-first-served basis, with subscribers having priority

## Classifieds

Andy, Brian, Frank, Donna, John & Sheri',
Looking forward to July and seeing you all again You too Penny!
Jolly

Toni,
Show you mine - if you show me yours! *Tattoos from Hell?* What were we thinking?
You Know Who

Mark A.,
Need more beer in the fridge! And how about a pizza tonight while we watch HBO?
Shad

**WANTED**
Reviewers, writers & artists Send SASE for Writers' and Artists' Guidelines to SHADIS, 17880 Graystone Ave. #203, Chino Hills CA 91709

Amber,
Get well soon! This is a great opportunity - milk Grandma for all the toys you can!
Daddy

Sheri',
Thanks for the B-day Card You had the right day but the wrong month you flake-head you! The party sounds ultra-cool. I'm so flattered. I'm boneing up on my line-dancing so put a little extra baking soda on the floor
Know what I mean, Jelly Bean?

Aliesha,
Circus Nuts, Strawberry Quick, and a quick punch to the stomach — instant Ipecac!

To Dave and family,
Congratulations on the promotion and the new job! WE GOT A RAISE!!! WE GOT A RAISE!!
Concentrate on your work Dave - we'll hold down the fort
John, Jolly and B.A.

Mr and Mrs Z
A big SHADIS Weasel just for you! Thanks for having faith in us and believing. We appreciate you taking a chance on us.
Can we call you Mom and Dad now?
Jolly, Dave and B.A.

**WANTED**
Freelance Artists and Writers for New Horror RPG to be released in the summer of '95 write to.
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Loganville, Georgia 30249

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**Order Your Copy Today!!**

**SHAD SCREWED UP!!**

Last issue SHAD once again goofed and misspelled a name of one of our valued authors **Paul Stachel's** name was listed as **Satchel** as the co-author of **The Pirates of Eagle Talon III.** Shad was flogged and had his television privileges revoked for the oversight. We apologize once again for Shad's lack of attention to detail

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## Gamestores

**Promote your game store.** SHADIS is expanding its *Game Store Directory* next issue under a separate column
Game Stores and Bookstores who are carrying SHADIS may have their business listed at **no charge.** Contact John Zinser at (909) 371-7336 for further information.

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BACK VIEW

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STORY/EDWIN MILLHEIM
PENCILS/KAY LEDERER
INKS/ROLAND PARIS
LETTERS/JESSICA ALLEN
TO SOME WHO HAVE JUST GOTTEN OUT OF BED, AND STILL DON'T KNOW WHATS GOING ON, IT WOULD SEEM THE SUN HAS AT LAST BURNED PAST THE SKYS HAZE WITH...
... A VENGEANCE
GET THAT HOSE SET UP! PRIME THE PUMP!
ALL SET ON THE SOUTH FACE SIR!
BRIGHT FUTURE
GOOD MORNING, JOSIE. LOOKS LIKE YOUR GOING TO EARN THAT RAISE PRETTY QUICK, HERE.
THAT DOESN'T SOUND PROMISING GARY!
OKAY JOANN, THIS IS WHAT WE HAVE SO FAR.....
THE FIRE DEPT. GOT A CALL FOR A SIMPLE BLAZE. UPON ARRIVING, AND SETTING UP
OUR FRIEND STARTED TAKING POT SHOTS AT THE FIREFIGHTERS. WE HAVE A FEW OF OUR SNIPERS SET UP ALREADY IN A FEW OTHER BUILDINGS. NONE OF THEM HAVE YET TO GET A CLEAN SHOT
IF WE CAN TALK THE PERSON DOWN THAT WOULD BE MY FIRST CHOICE.
"WELL, WITH THE BOTTOM FLOORS INVOLVED HOW....?"
"ah..... great."
REMEMBER DANNS, IF YOU CAN'T TALK 'IM DOWN THEN GET 'IM IN THE OPEN FOR A CLEAN SHOT. I'M NOT GOING TO HAVE THE NUT SHOOTING ANY ONE!
I KNOW THAT LOOK SARGE.
I'LL TELL YOU LATER GARY.

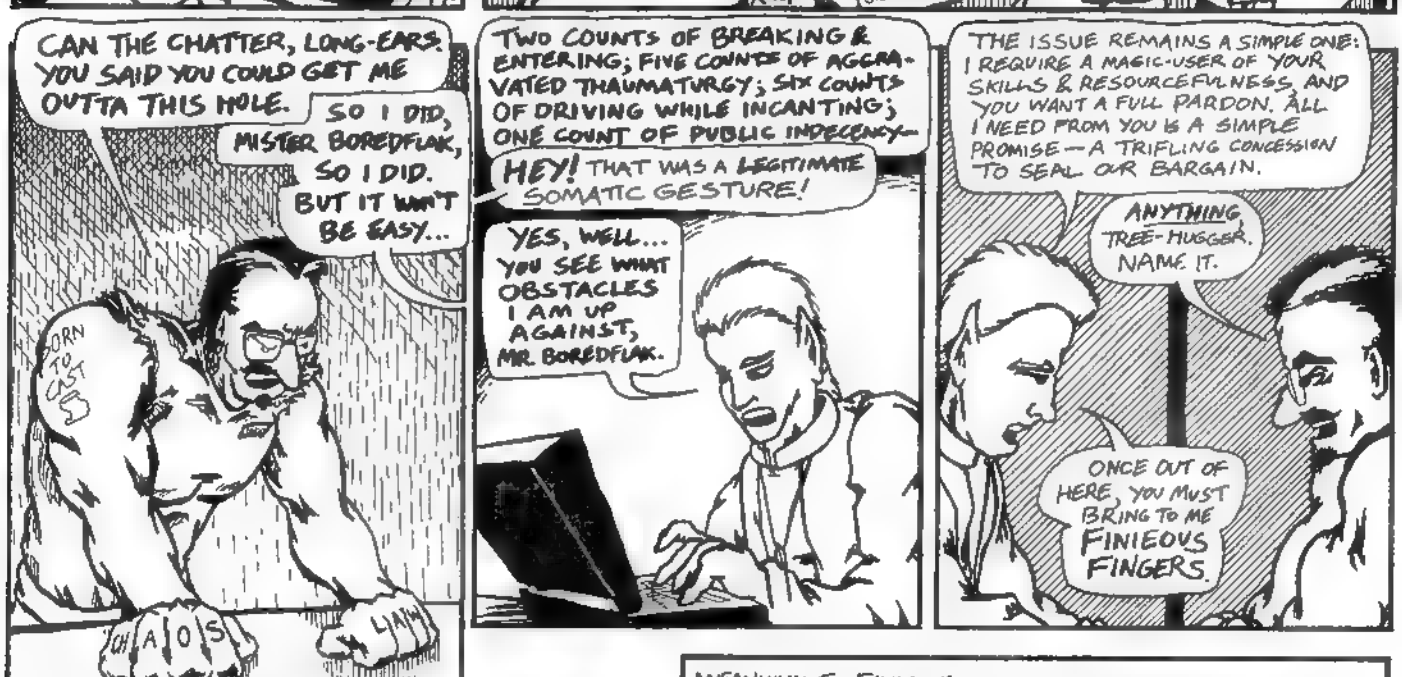
KEEP IN TOUCH.
COUNT ON IT.
POLICE
AS IF I DON'T HAVE ENOUGH PROBLEMS. NOW WHERE THE HELL ARE YOU PAL?
COME ON PAL; GIVE ME A BREAK, HUH? THE PLACE IS ON FIRE. HOWBOUT WE GET OUT OF HERE?
STAY BACK! I'M WARNING YOU! GET AWAY WHILE YOU STILL CAN!
...I DON'T CARE. I DON'T CARE BUT YOU DON'T HAVE TO DIE, GO AWAY. THEY KILLED ME A LONG TIME AGO ...I JUST NEVER KNEW IT. THEY TOOK MY WIFE! NOW THEY DID ME IN TOO! COUGH! HACK! COUGH! COUGH!
MY GOD... WHAT?

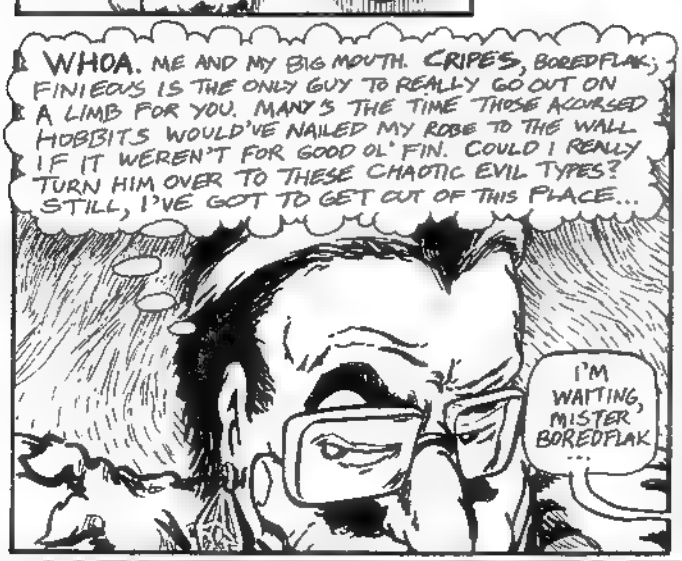
10-71, MAN DOWN!
MAKE THEM PAY, ALL OF THEM...
THEY KILLED HER.
A... AMDME.
CALM DOWN; WHAT DO YOU MEAN? WHY DID YOU KILL THOSE PEOPLE?
COUGH! COUGH!
CANCER; I'M DYING. ALL THAT SECONDARY SMOKE, THEY DON'T CARE... THEY MURDERED MY WIFE. AND ME..... I HAD TO GET THEM BEFORE.....
LISTEN TO ME, YOU'RE UNDER ARREST. YOU HAVE.... HELL NEVER MIND. JUST REST.. OK?
"POOR GUY, HE'S TOTALY GONE OFF THE END. THE LOSS OF HIS WIFE AND THEN, KNOWING HE WAS GOING TO DIE, WAS TOO MUCH FOR HIM. HE WON'T EVEN LIVE TO TRIAL."
THE CITY CLAIMS ANOTHER, AND DOES NOT EVEN KNOW IT. JOANN FEELS SICK BY THE CYCLE OF EVENTS. KNOWING THIS IS A CLOSED CASE IS NOT ENOUGH, FOR DOZENS OF OTHERS WILL TAKE IT'S PLACE.

MISTER ROSS, I SWEAR WE DID LIKE YOU SAID. THE.... CREATURE BURNED TO NOTHING. WE FIGURED THE WOMAN WOULD AS WELL. SOME MAINTENANCE MAN FOUND HER.
WHAT DO YOU MEAN, SOMEONE FOUND HER? YOU TWO WERE SUPPOSED TO DISPOSE OF HER!
DAMN! THIS CAN BE A PROBLEM. IF WE CAN KEEP THIS FROM THE HEAD OFFICE, IT MAY BE SALVAGABLE.
MR. ROSS, WE HAVE ANOTHER PROBLEM.
ENHANCED MODE
03:03:47 EST
THE OUTSIDE SECURITY CAMS GOT THIS!

# Finieous Fingers & Friends

By J.A. Holmgren



Finieous Fingers & Friends is based on the characters created by J D Webster Finieous Fingers and all related characters are the property of J.D. Webster and are presented in SHADIS magazine through a special arrangement with Mr Webster

BY JASON HOLMGREN
© 1994

# JOE GENERO!

## ADVENTURES OF THE AVERAGE MAN

### THIS ISSUE'S PULSE-POUNDING CAPITULATION:

# JOE GETS SHOT!

### HOW MANY SHOTS DOES IT TAKE TO KILL JOE?

| | AVERAGE HANDGUN* | AVERAGE RIFLE** | AVERAGE SHOTGUN*** |
|---|---|---|---|
| AD&D: | 1 (A) | 1 (B) | NA |
| CALL OF CTHULHU: | 2 | 1 | 1 |
| CHAMPIONS: | 5 | 3 | 2 |
| GURPS: | 3 | 1 | 2 |
| VAMPIRE: | 3 | 1 | 1 |
| SHADOWRUN: | 4 | 4 | 4 |
| TRAVELLER NEW ERA: | 21/5 (C) | 6/2 (C) | 3/2 (C) |
| WARHAMMER 40K: | 2 | 2 | 2 |

ALL SHOTS AT POINT BLANK RANGE

* EQUIVALENT TO 9MM ** EQUIVALENT TO 7.62 MM NATO *** EQUIVALENT TO 12 GAUGE BUCKSHOT
A: FLINTLOCK PISTOL B: ARQUEBUS C: USING NPC "QUICK KILL" RULES

## FIRE, FUSION, & SKULLS -

IN TRAVELLER: NEW ERA, JOE CAN TAKE 3 9MM HITS TO THE HEAD - AND STILL REMAIN CONSCIOUS!!

## "WITH MY KEEN FASHION SENSE.."

IN SHADOWRUN 2ND EDITION A FULL-AUTO BURST OF 30 9MM BULLETS AT POINT-BLANK-RANGE WILL KILL AN UNARMORED JOE - OF COURSE. BUT A JOE WEARING THE WIMPIEST BODY ARMOR AVAILABLE WILL ESCAPE WITH ONLY A MODERATE WOUND.

## IMAGINE HOW TOUGH THE LIBRARIANS ARE-

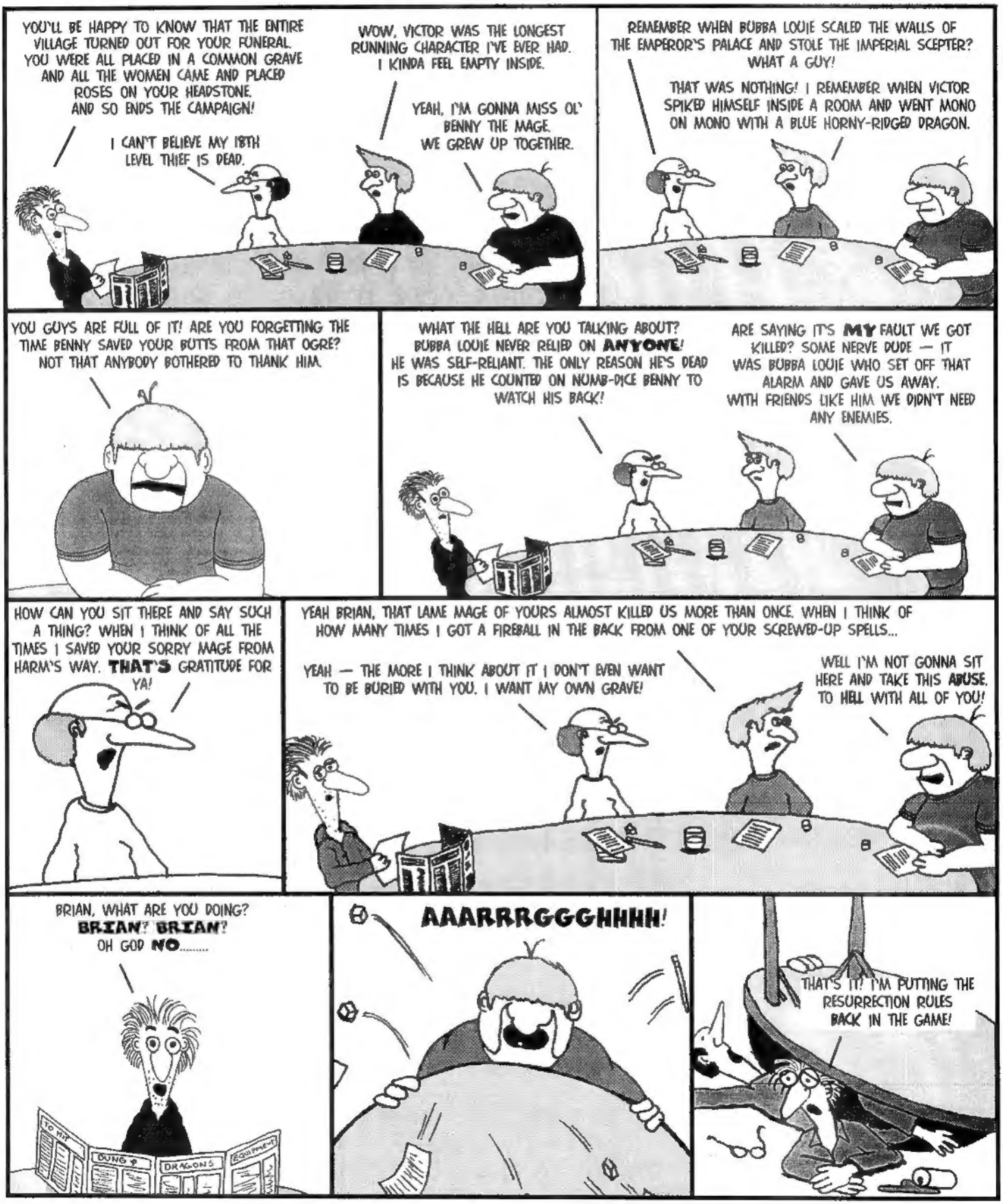
IN WARHAMMER 40K, THERE IS A WEAPON CALLED THE BOLTER, WHICH FIRES "LARGE-BORE, EXPLODING PROJECTILES".

AT POINT-BLANK RANGE, IT HAS A 1-IN-3 CHANCE OF FAILING TO EVEN WOUND JOE

EVEN ON A SUCCESSFUL INJURY, JOE HAS A 20% CHANCE OF COMPLETE AND TOTAL RECOVERY

# Knights of the Dinner Table™

BY JOLLY R. BLACKBURN © 1994



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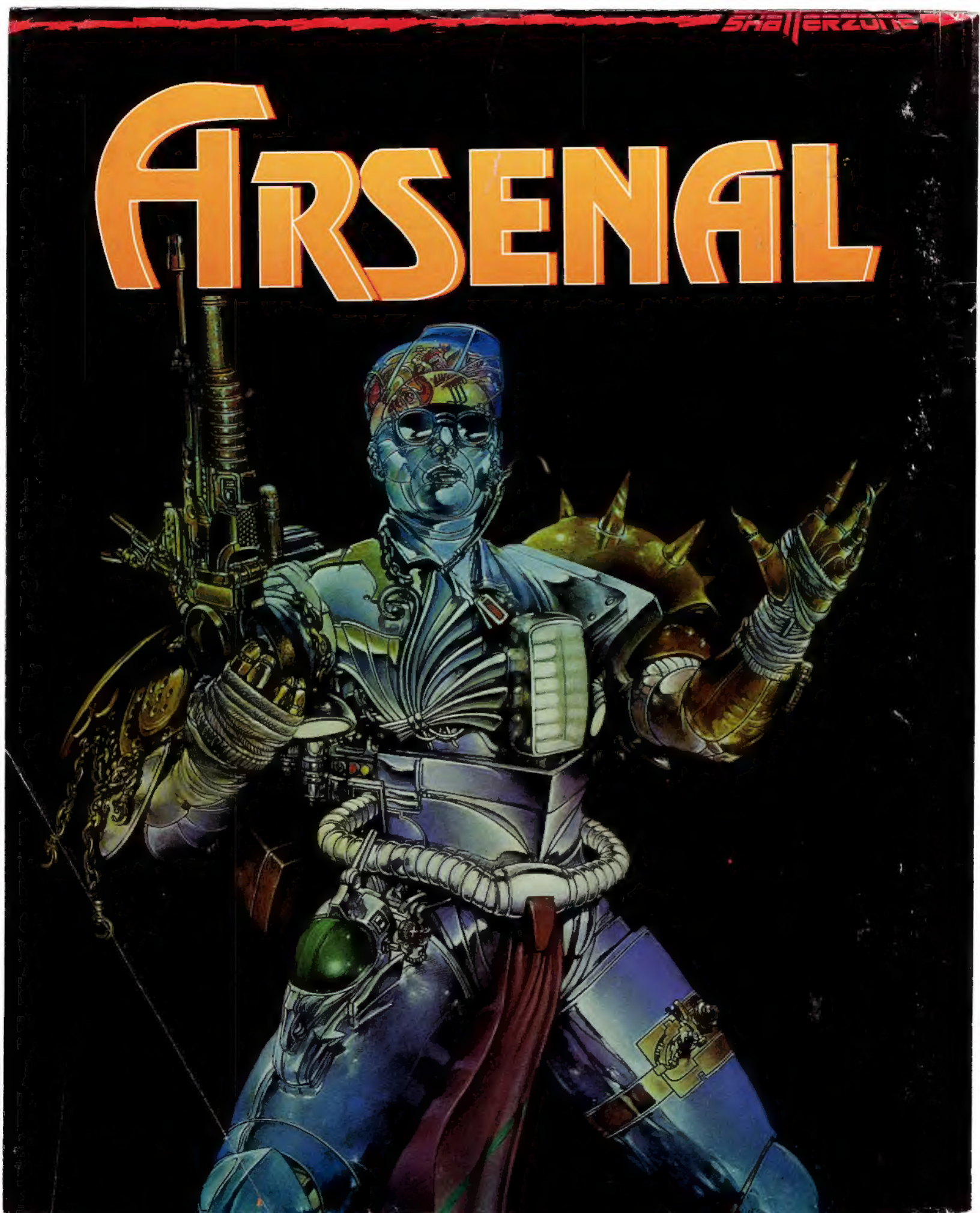
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